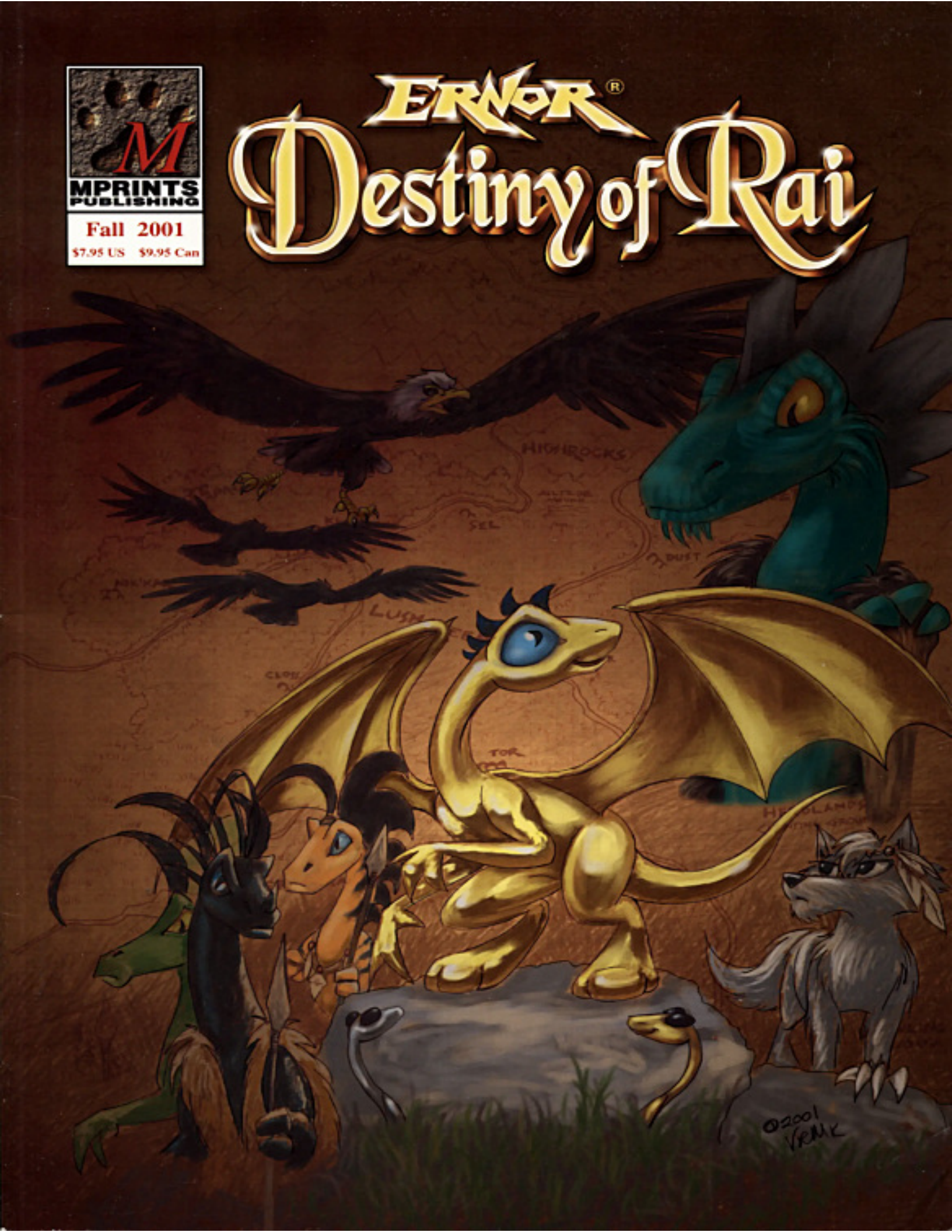
MPRINTS PUBLISHING
Fall 2001
$7.95 US $9.95 Can
ERNOR®
Destiny of Rai
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DEEPLAKE
FLATPLAINS
HIGHROCKS
ALL TRIBE GROUND
FLAMETOOTH
DREK
KLAR
SEL
DUST
NIK'KAR
ASH
GLOM
LUSHGREEN
K'TOK
V'NAK
CLOSE
H'SAK
TOR
HERDLANDS
<HUNTING GROUNDS>
GREATMARSH
DEEPGREEN
HOWLING WOOD
The World of
ERNOR
MORUNA SOAK

ERNOR®
Destiny of Rai

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Vicky Morgan-Keith

Story, Digital Paint & Layouts
Patrick Keith

Ernor Map
Patrick Keith

Letters
Comicraft

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Printed at Brenner Printing in the USA.

First Printing 1 2 3 4 5 6 7 8 9

ISBN 0-9713392-0-1

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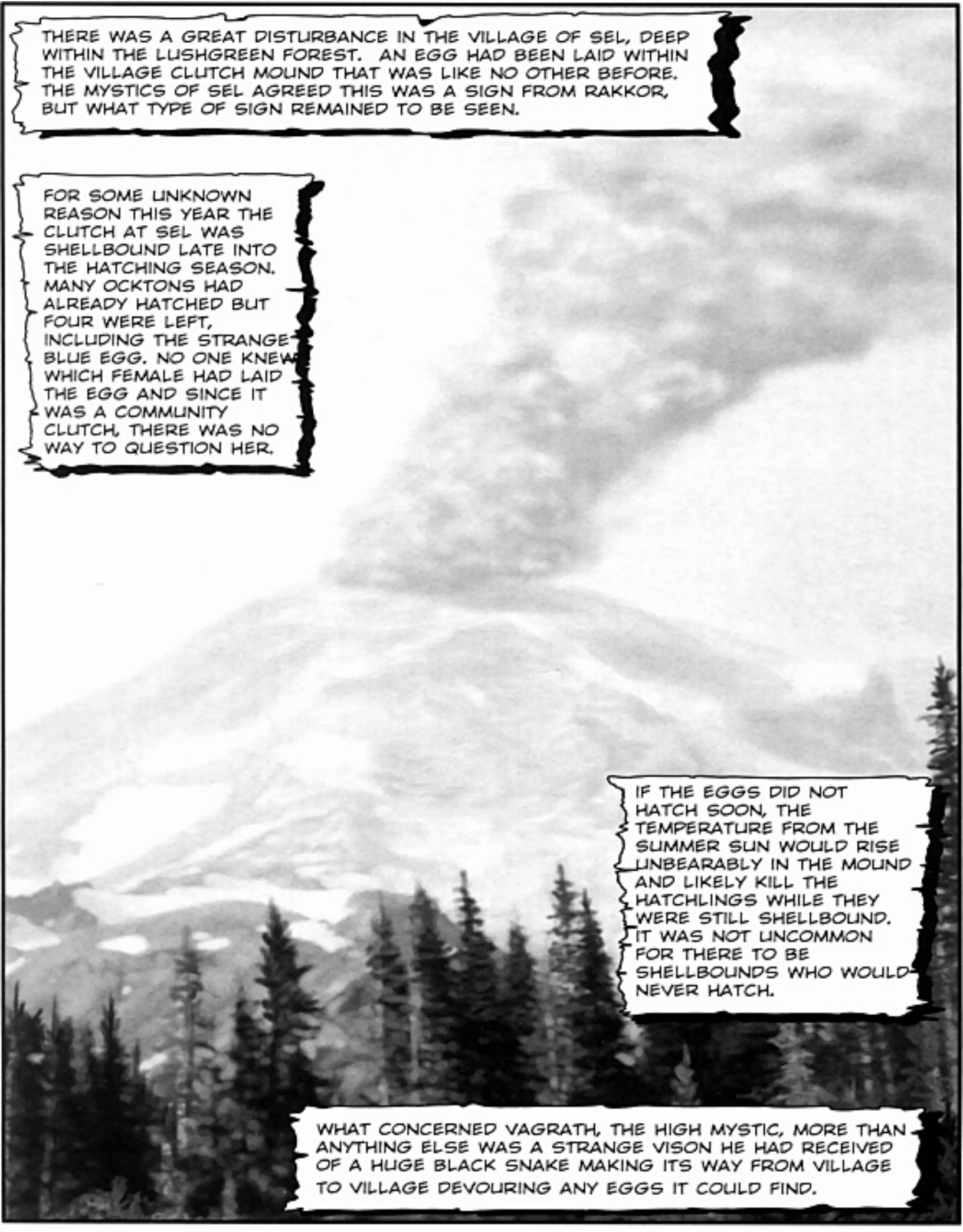
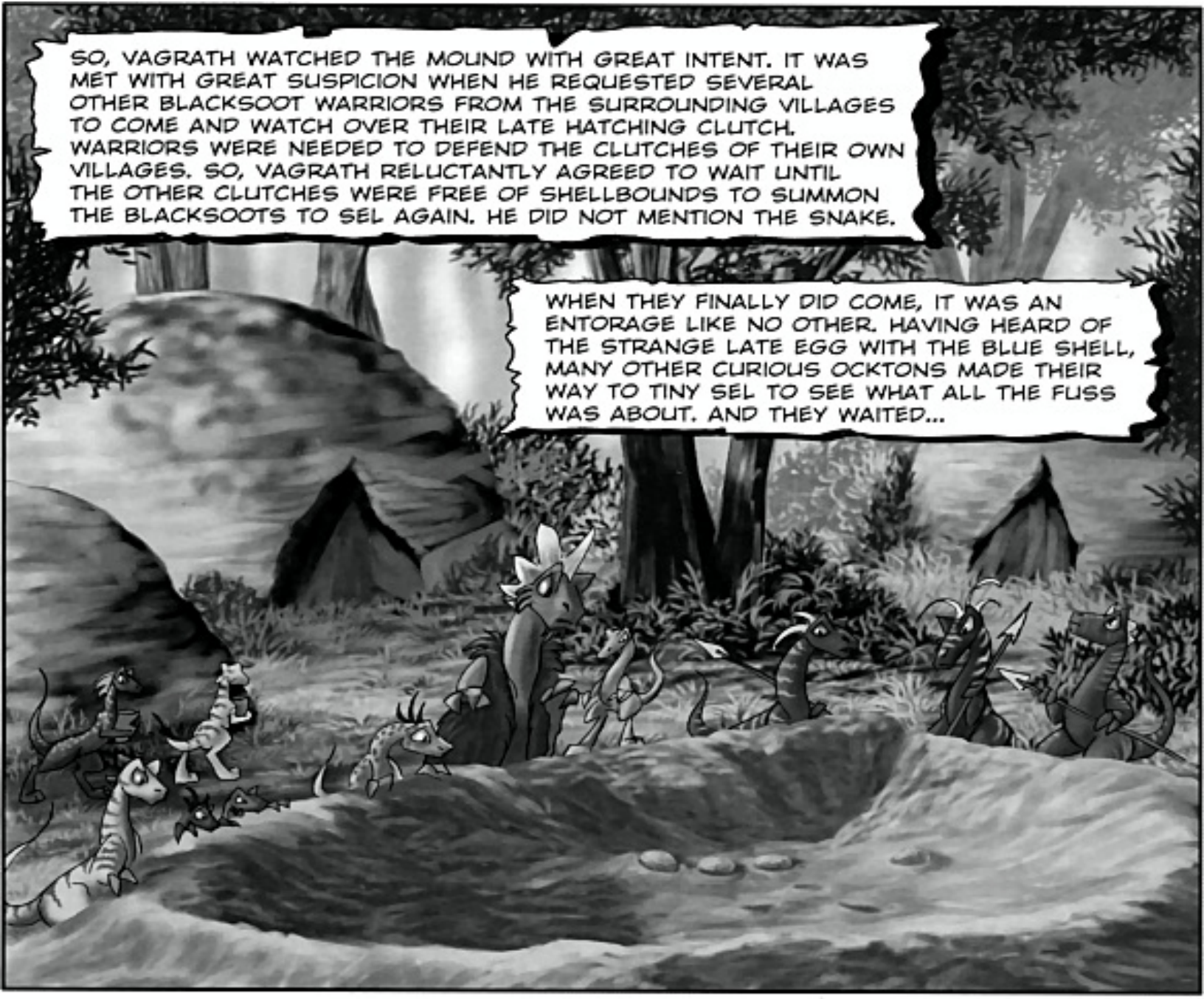
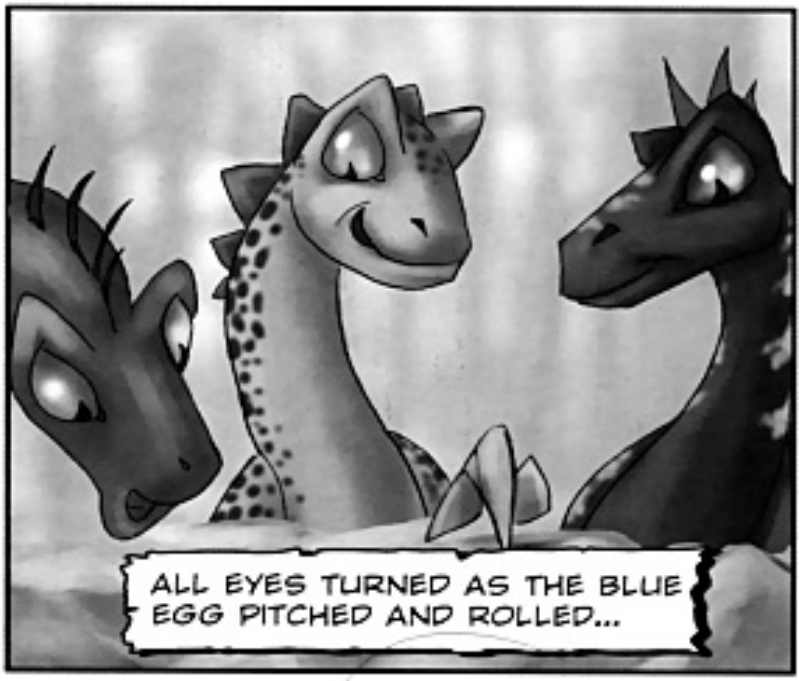

THERE WAS A GREAT DISTURBANCE IN THE VILLAGE OF SEL, DEEP WITHIN THE LUSHGREEN FOREST. AN EGG HAD BEEN LAID WITHIN THE VILLAGE CLUTCH MOUND THAT WAS LIKE NO OTHER BEFORE. THE MYSTICS OF SEL AGREED THIS WAS A SIGN FROM RAKKOR, BUT WHAT TYPE OF SIGN REMAINED TO BE SEEN.
FOR SOME UNKNOWN REASON THIS YEAR THE CLUTCH AT SEL WAS SHELLBOUND LATE INTO THE HATCHING SEASON. MANY OCKTONS HAD ALREADY HATCHED BUT FOUR WERE LEFT, INCLUDING THE STRANGE BLUE EGG. NO ONE KNEW WHICH FEMALE HAD LAID THE EGG AND SINCE IT WAS A COMMUNITY CLUTCH, THERE WAS NO WAY TO QUESTION HER.
IF THE EGGS DID NOT HATCH SOON, THE TEMPERATURE FROM THE SUMMER SUN WOULD RISE UNBEARABLY IN THE MOUND AND LIKELY KILL THE HATCHLINGS WHILE THEY WERE STILL SHELLBOUND. IT WAS NOT UNCOMMON FOR THERE TO BE SHELLBOUNDS WHO WOULD NEVER HATCH.
WHAT CONCERNED VAGRATH, THE HIGH MYSTIC, MORE THAN ANYTHING ELSE WAS A STRANGE VISON HE HAD RECEIVED OF A HUGE BLACK SNAKE MAKING ITS WAY FROM VILLAGE TO VILLAGE DEVOURING ANY EGGS IT COULD FIND.


SO, VAGRATH WATCHED THE MOUND WITH GREAT INTENT. IT WAS MET WITH GREAT SUSPICION WHEN HE REQUESTED SEVERAL OTHER BLACKSOOT WARRIORS FROM THE SURROUNDING VILLAGES TO COME AND WATCH OVER THEIR LATE HATCHING CLUTCH. WARRIORS WERE NEEDED TO DEFEND THE CLUTCHES OF THEIR OWN VILLAGES. SO, VAGRATH RELUCTANTLY AGREED TO WAIT UNTIL THE OTHER CLUTCHES WERE FREE OF SHELLBOUNDS TO SUMMON THE BLACKSOOTS TO SEL AGAIN. HE DID NOT MENTION THE SNAKE.
WHEN THEY FINALLY DID COME, IT WAS AN ENTORAGE LIKE NO OTHER. HAVING HEARD OF THE STRANGE LATE EGG WITH THE BLUE SHELL, MANY OTHER CURIOUS OCKTONS MADE THEIR WAY TO TINY SEL TO SEE WHAT ALL THE FUSS WAS ABOUT. AND THEY WAITED...

THE OTHER HATCHLINGS CAME FORTH, A STUNNING RED FEMALE AND TWO GREEN MALES.

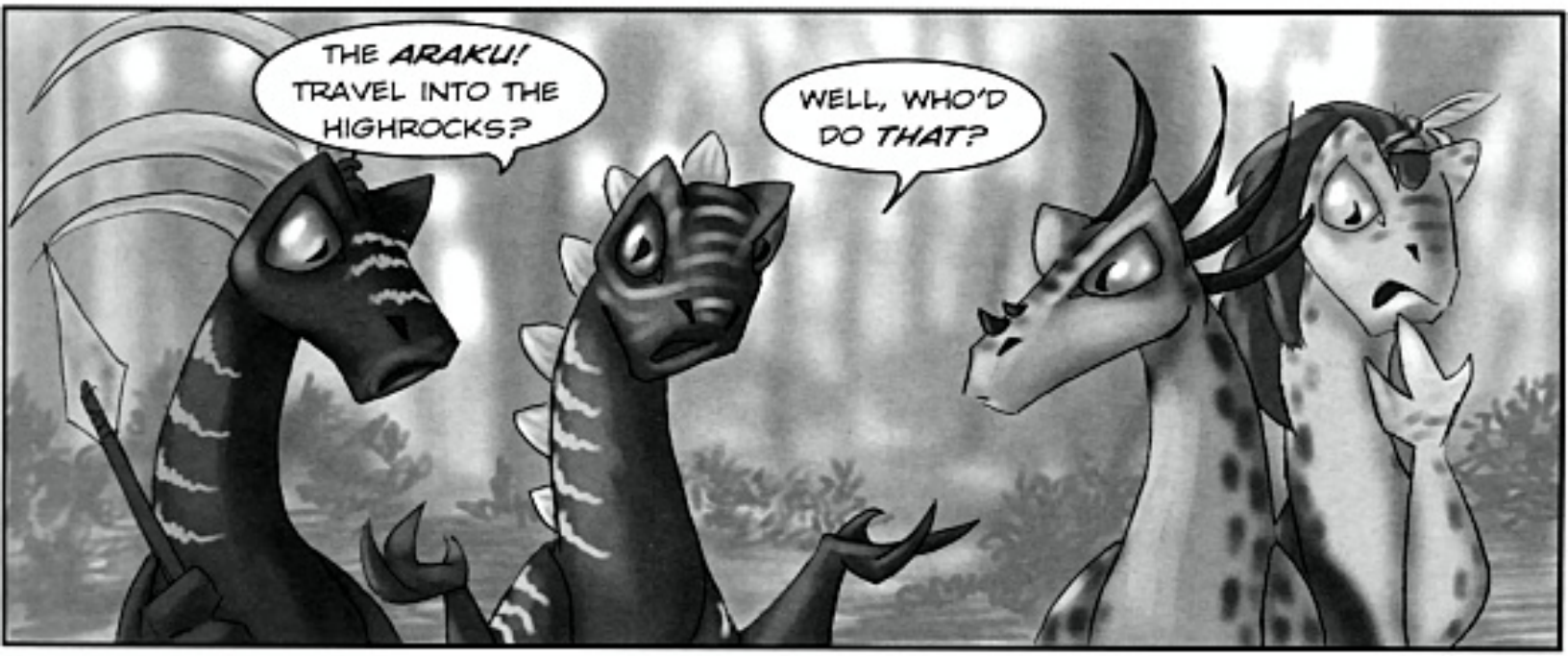

ALL EYES TURNED AS THE BLUE EGG PITCHED AND ROLLED...

GASP!!!

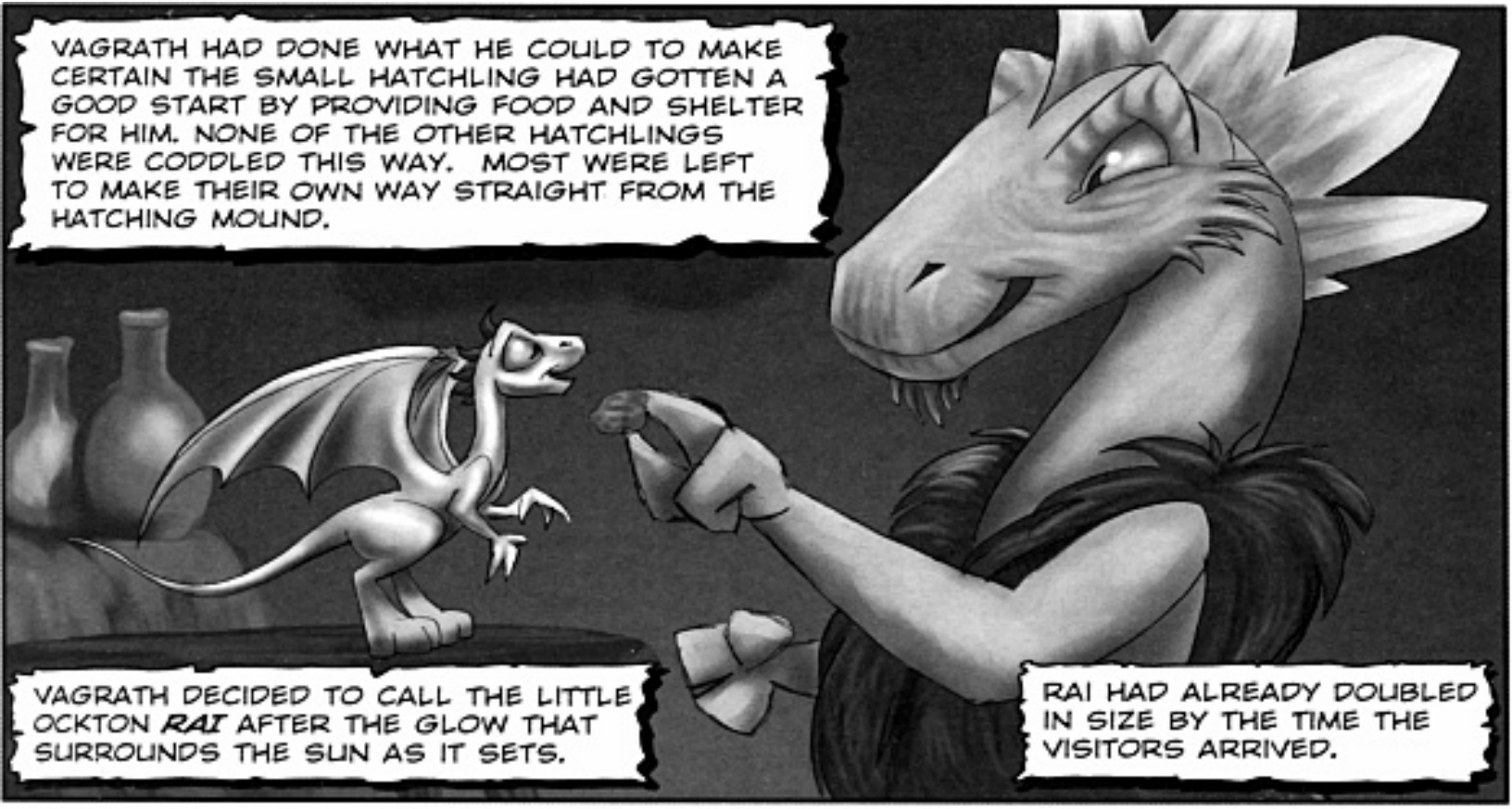
STOP!
DO NOT HARM THIS HATCHLING OR YOU SHALL ANSWER TO RAKKOR!
YOU PRESUME TO SPEAK FOR RAKKOR IN THIS, VAGRATH?
HE HAS COME TO ME IN A VISION. THIS HATCHLING SHALL NOT BE HARMED!
THE LAW CLEARLY FORBIDS ANY OCKTONS TO LIVE WHO ARE MISSHAPEN.
WHAT OF OUR FUTURE?
THIS HATCHLING IS OUR FUTURE!

BE SENSIBLE, VAGRATH! IT HAS *WINGS!*
LOOK AT IT'S COLOR. IS IT MALE OR FEMALE? WHAT WILL BECOME OF IT?

I WILL SEE WHAT THE GREYCREST MYSTICS HAVE TO SAY OF *THIS!*
THEY SAID FOR ME TO SEND HIM TO THE ARAKU!


THE *ARAKU!* TRAVEL INTO THE HIGHROCKS?
WELL, WHO'D DO *THAT?*

HASK HAD ARRIVED AT THE VILLAGE DRAK SEVERAL DAYS PRIOR TO DELIVER A CONSIGNMENT OF REDTOOTH POTTERY. AS SHE WAS PREPARING TO DEPART ON A PRIVATE HUNTING TRIP, A MESSENGER CAME TO MEET HER...
WHEW! ME POOPED!
HO! HASK!
HO, FLASH! ME NOT TALK NOW. ME GOT TO GET TO HUNTING GROUNDS BEFORE DARK.
YOU MAY HAVE TO WAIT ON THAT. THE HIGH MYSTIC OF SEL IS REQUESTING OUR EXPERTISE.
THEY SPECIFICALLY ASKED FOR US TO COME THERE.
YEH? ME HEAR THEY HAVE DEFORMED HATCHLING CAUSING QUITE A STIR.
YES, AND WE ARE TO TAKE IT TO THE ARAKU.
GASP!


VAGRATH HAD DONE WHAT HE COULD TO MAKE CERTAIN THE SMALL HATCHLING HAD GOTTEN A GOOD START BY PROVIDING FOOD AND SHELTER FOR HIM. NONE OF THE OTHER HATCHLINGS WERE CODDLED THIS WAY. MOST WERE LEFT TO MAKE THEIR OWN WAY STRAIGHT FROM THE HATCHING MOUND.
VAGRATH DECIDED TO CALL THE LITTLE OCKTON *RAI* AFTER THE GLOW THAT SURROUNDS THE SUN AS IT SETS.
RAI HAD ALREADY DOUBLED IN SIZE BY THE TIME THE VISITORS ARRIVED.

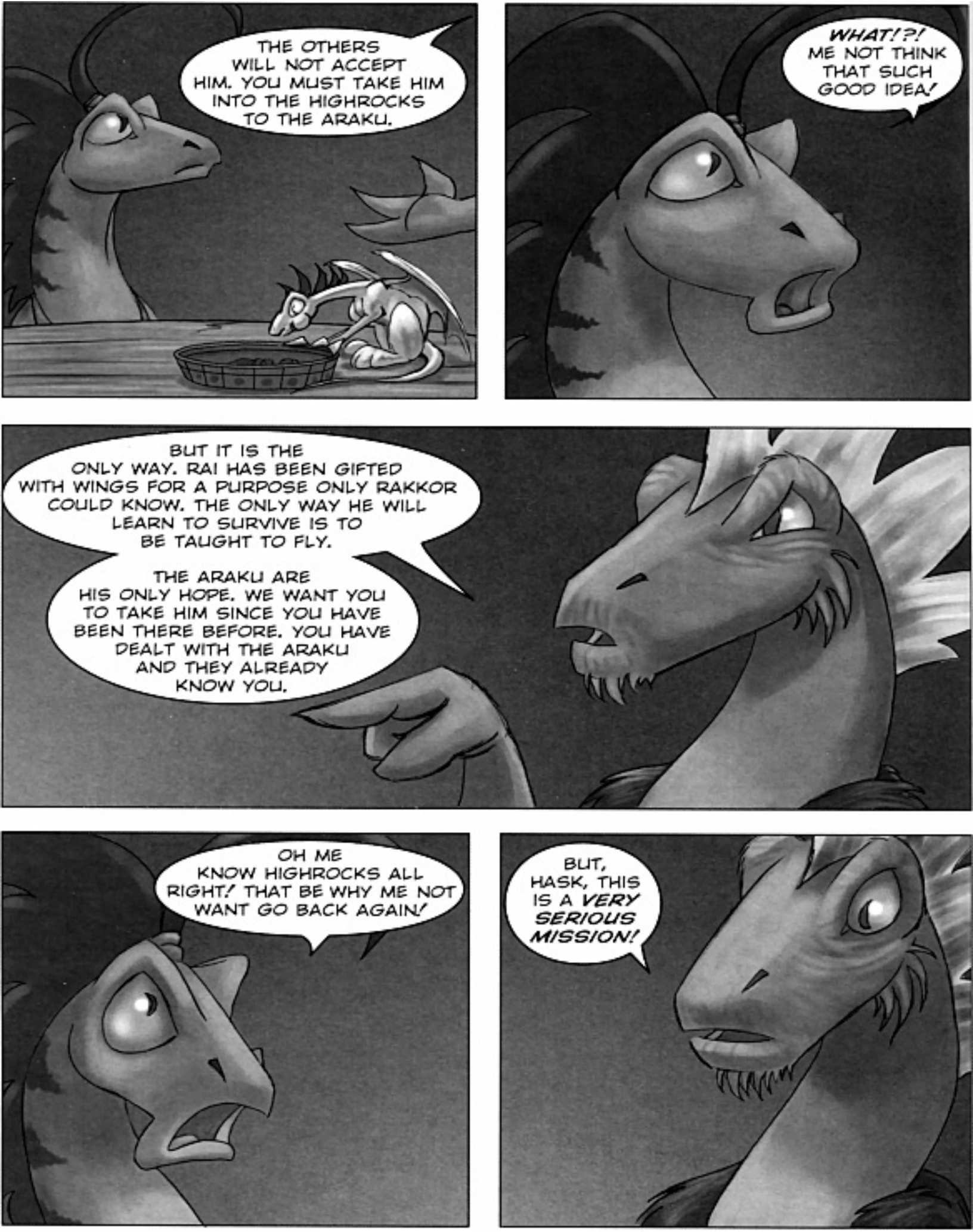
OKAY, WHERE BE THIS LITTLE MALSHAPED HATCHLING?

GREETINGS. I AM VAGRATH, HIGH MYSTIC OF SEL. I HAVE HEARD OF YOUR JOURNEY INTO THE HIGHROCKS.

YOU ARE WELCOME AT MY HOME. THIS IS RAI THAT YOU HAVE COME TO SEE.

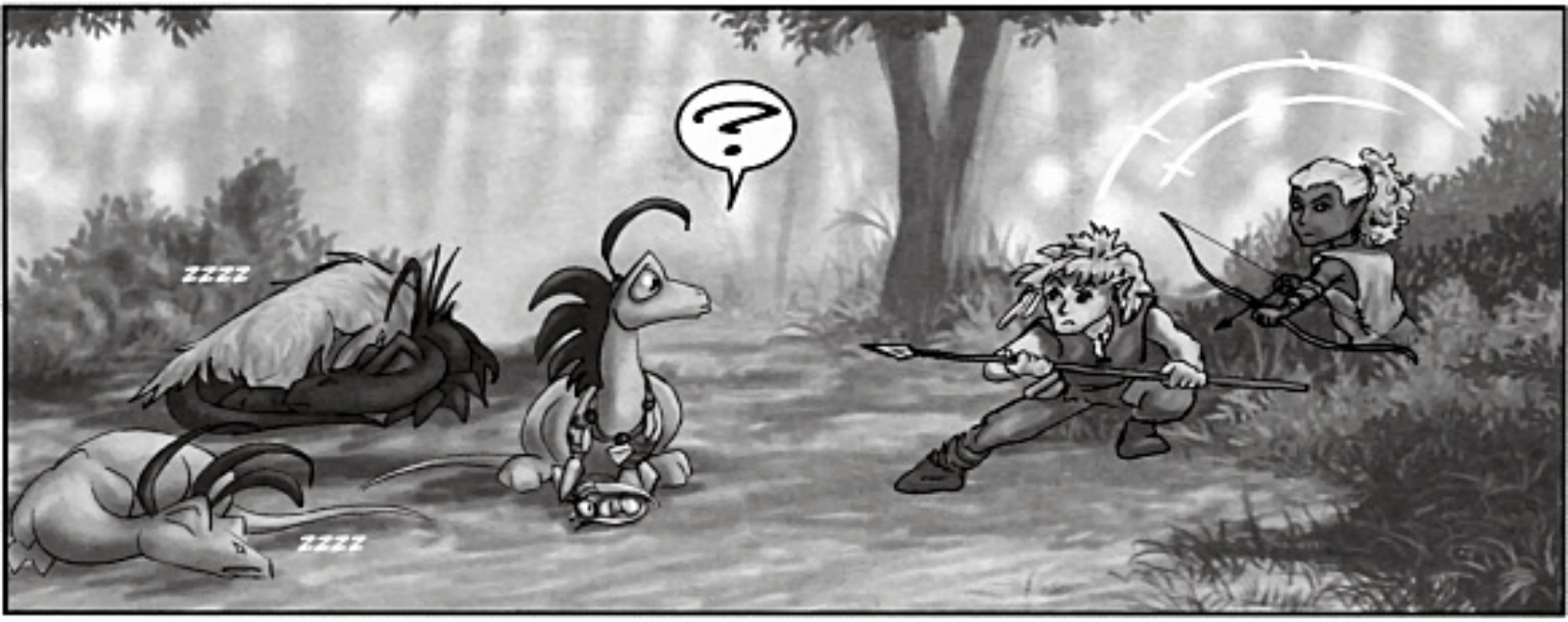
HAH! IT HAVE GOOD NAME! WHAT BE YOU, RAI? YOU COLORED LIKE MI'KAR!
GAH!!! HE HAVE WINGS!!!
UMMM...
HE IS ALSO A GUEST AT MY HOME.
COME AND WE WILL EAT.

WHAT BE SO IMPORTANT WE NEED COME ALL WAY FROM DRAK FOR?
THE OTHER MYSTICS AND I HAVE AGREED RAI IS SPECIAL AND SHOULD BE INSTRUCTED OUTSIDE THE REALM OF THE OCKTONS. WE HAVE SEEN A VISION FROM RAKKOR OF TWO WINGED OCKTONS, LIKE RAI, GRAPPLING IN A LIFE AND DEATH STRUGGLE. ONE OCKTON IS AS BRIGHT AS THE SUN, THE OTHER IS AS BLACK AS NIGHT.
THE BRIGHT OCKTON WOUNDS THE BLACK ONE AND IT SLITHERS INTO THE SHADOWS. THE WOUND IS MORTAL YET THE BLACK OCKTON WILL NOT DIE.
OOOH! AND YOU THINK BRIGHT OCKTON BE LITTLE RAI HERE?
IF NOT HIM, IT IS ONE OF HIS DESCENDANTS.


THE OTHERS WILL NOT ACCEPT HIM. YOU MUST TAKE HIM INTO THE HIGHROCKS TO THE ARAKU.
WHAT!?! ME NOT THINK THAT SUCH GOOD IDEA!
BUT IT IS THE ONLY WAY. RAI HAS BEEN GIFTED WITH WINGS FOR A PURPOSE ONLY RAKKOR COULD KNOW. THE ONLY WAY HE WILL LEARN TO SURVIVE IS TO BE TAUGHT TO FLY.
THE ARAKU ARE HIS ONLY HOPE. WE WANT YOU TO TAKE HIM SINCE YOU HAVE BEEN THERE BEFORE. YOU HAVE DEALT WITH THE ARAKU AND THEY ALREADY KNOW YOU.
OH ME KNOW HIGHROCKS ALL RIGHT! THAT BE WHY ME NOT WANT GO BACK AGAIN!
BUT, HASK, THIS IS A VERY SERIOUS MISSION!

SO HASK RELUCTANTLY AGREED TO TAKE RAI TO THE MYSTERIOUS BIRD-FOLK FAR IN THE HIGHROCKS MOUNTAINS.
HASK!!!
DON'T THINK FOR ONE MOMENT THAT YOU AND THE HATCHLING ARE LEAVING THE VILLAGE WITHOUT US ALONG.
ME TELL YOU BEFORE. ME NO NEED HELP FROM BLACKSOOT.
ME 'SPECIALLY NOT NEED HELP FROM YOU AND RUK!
IDIOT!
WE ARE DIRECTED BY VAGRATH TO GO WITH YOU ANYWAY, SO I'LL NOT HEAR ANYMORE OF IT.

ZZZZ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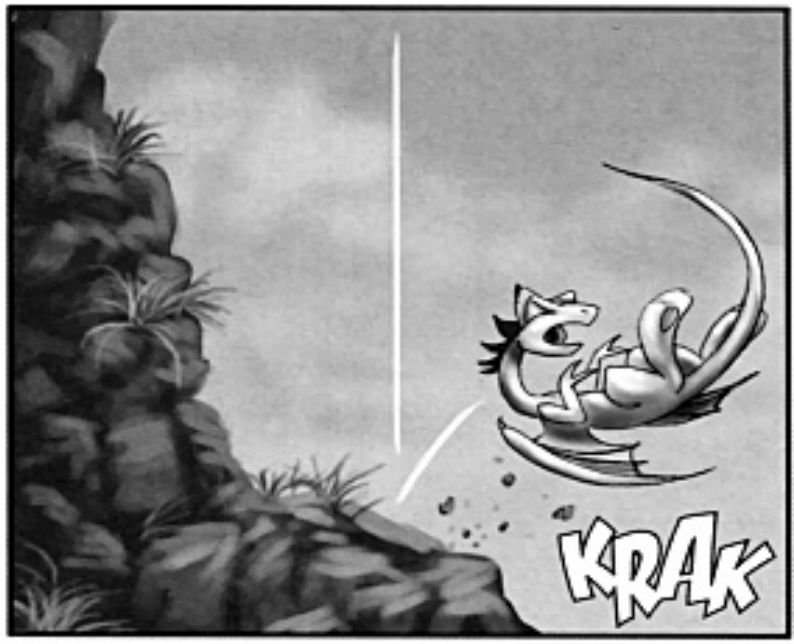
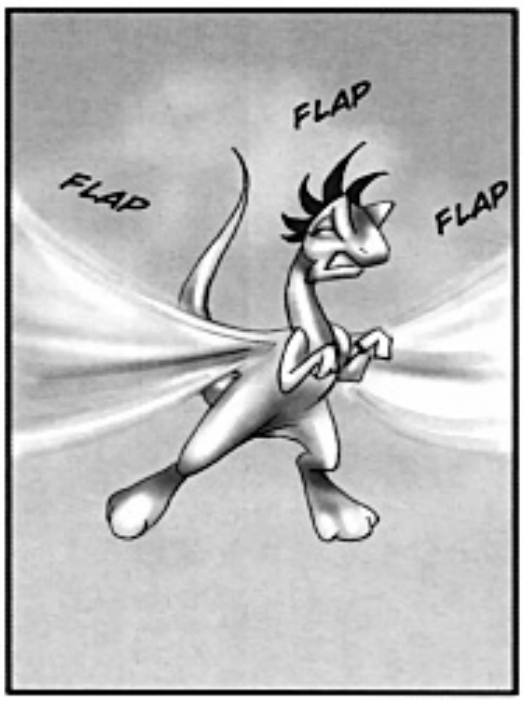
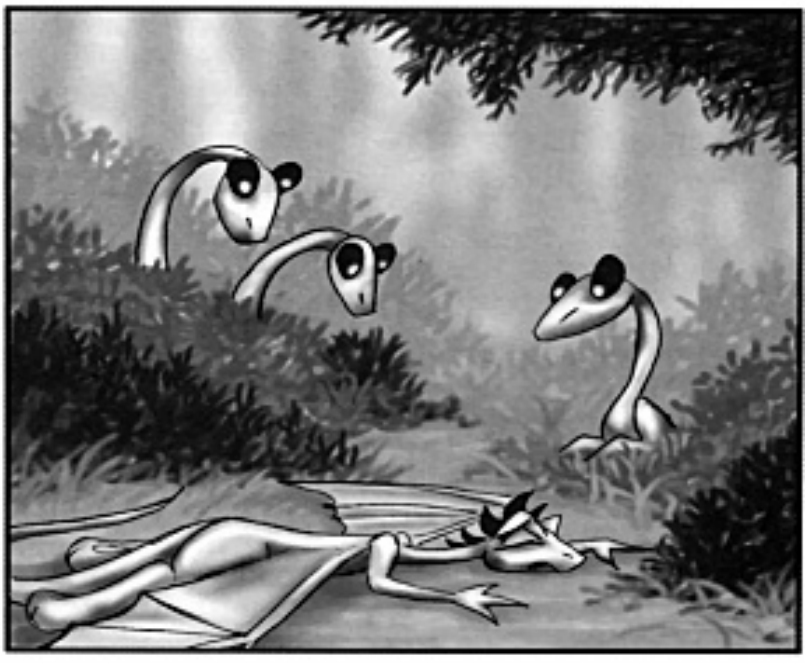

KRAK

POP


FLAP
FLAP
FLAP

CRASSH



!!EEE!

RAKKOR'S TALONS!!!
WHAT IS IT!?!

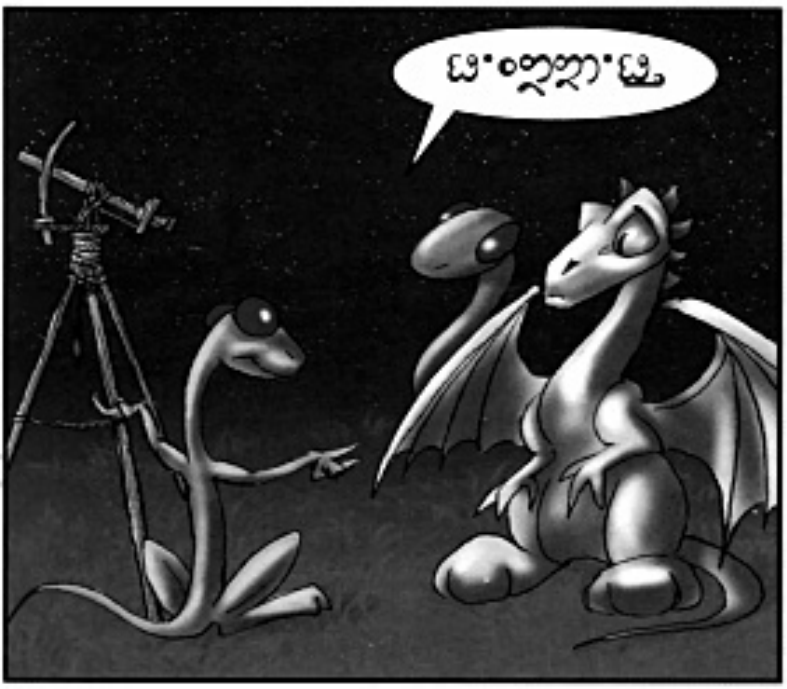
WHERE BE LITTLE RAI-HATCHLING? HE JUST BE RIGHT HERE MOMENTS AGO.
WEREN'T YOU WATCHING HIM!?!
OH THAT'S GREAT! NICE JOB, HASK!

YOU NOT NOTICE HIM WANDER OFF NEITHER! JUST HUSH UP AND HELP ME FIND HIM!

RAI WAS TENDED BY THE MI'KAR AND TAKEN BACK TO THEIR VILLAGE TO BE NURSED BACK TO HEALTH.

AFTER A WHILE HE COULD EAT THEIR COOKED MEAT AND BEGAN TO LEARN THEIR LANGUAGE.

I CAN READ THIS. NOW.
IT SAYS A WINGED OCTON WOULD COME FROM THE SKY!
BUT - THAT LOOKS LIKE ME! HOW COULD YOU HAVE KNOWN ABOUT ME COMING FOR SUCH A LONG TIME?
VAGRATH HAD A VISION JUST LIKE THAT! HOW CAN THAT BE?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THAT'S AMAZING! JUST LIKE IT SAYS IN THE SCROLLS!

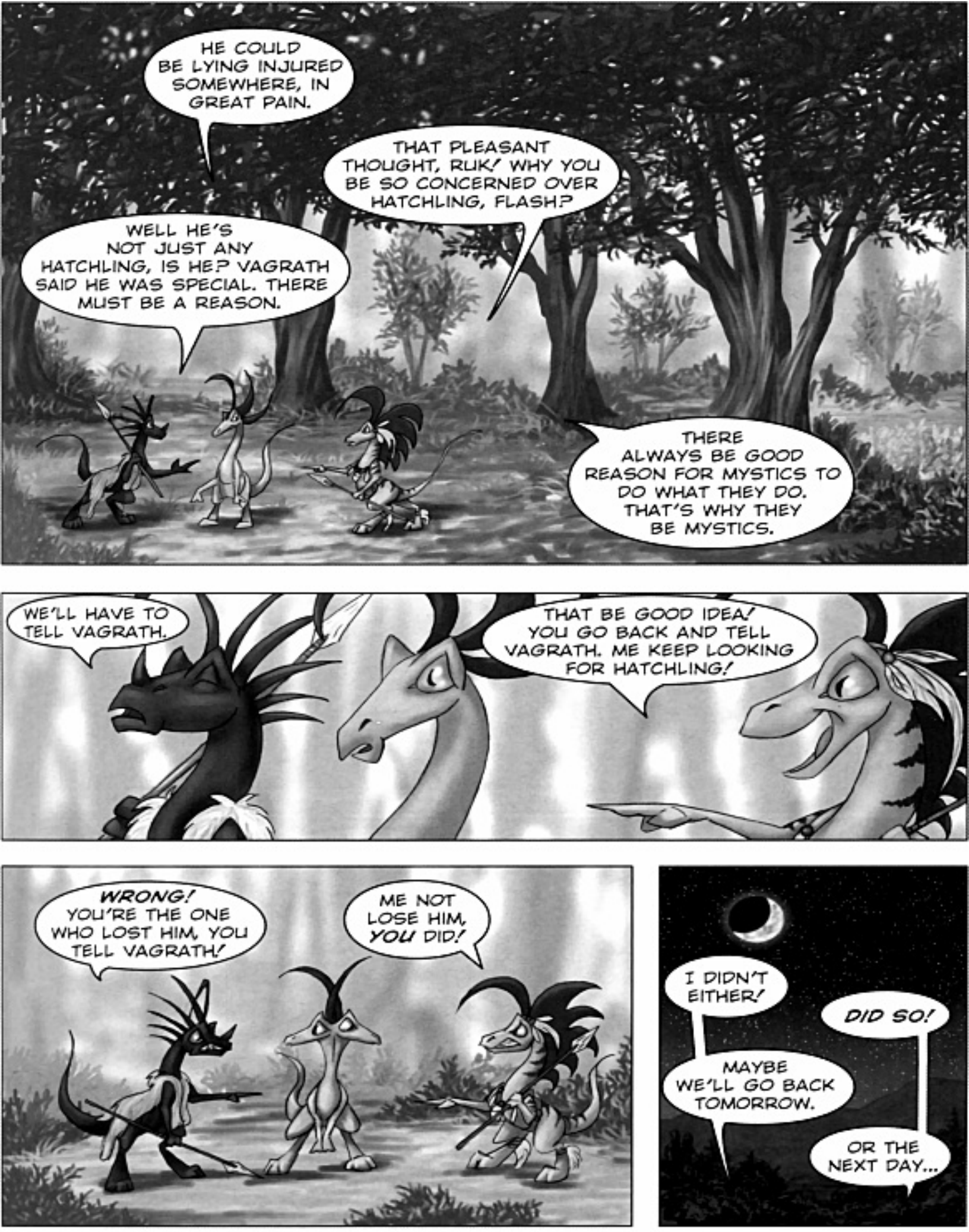
MAYBE IT'S ABOUT ME AFTER ALL!

SO, HASK, FLASH AND RUK CONTINUED THEIR SEARCH FOR RAI FOR SEVERAL WEEKS WITH NO CLUE AS TO WHERE THE HATCHLING HAD GONE.
THIS IS STUPID!
WHERE COULD HE BE?

HE COULD HAVE BEEN EATEN...
...OR WORSE.

WHAT BE WORSE THAN HIM GETTING EATEN?

WELL, I'M JUST SAYING...


HE COULD BE LYING INJURED SOMEWHERE, IN GREAT PAIN.
THAT PLEASANT THOUGHT, RUK! WHY YOU BE SO CONCERNED OVER HATCHLING, FLASH?
WELL HE'S NOT JUST ANY HATCHLING, IS HE? VAGRATH SAID HE WAS SPECIAL. THERE MUST BE A REASON.
THERE ALWAYS BE GOOD REASON FOR MYSTICS TO DO WHAT THEY DO. THAT'S WHY THEY BE MYSTICS.
WE'LL HAVE TO TELL VAGRATH.
THAT BE GOOD IDEA! YOU GO BACK AND TELL VAGRATH. ME KEEP LOOKING FOR HATCHLING!
WRONG! YOU'RE THE ONE WHO LOST HIM, YOU TELL VAGRATH!
ME NOT LOSE HIM, YOU DID!
I DIDN'T EITHER!
DID SO!
MAYBE WE'LL GO BACK TOMORROW.
OR THE NEXT DAY...

RUSTLE
RUSTLE

GRRR!

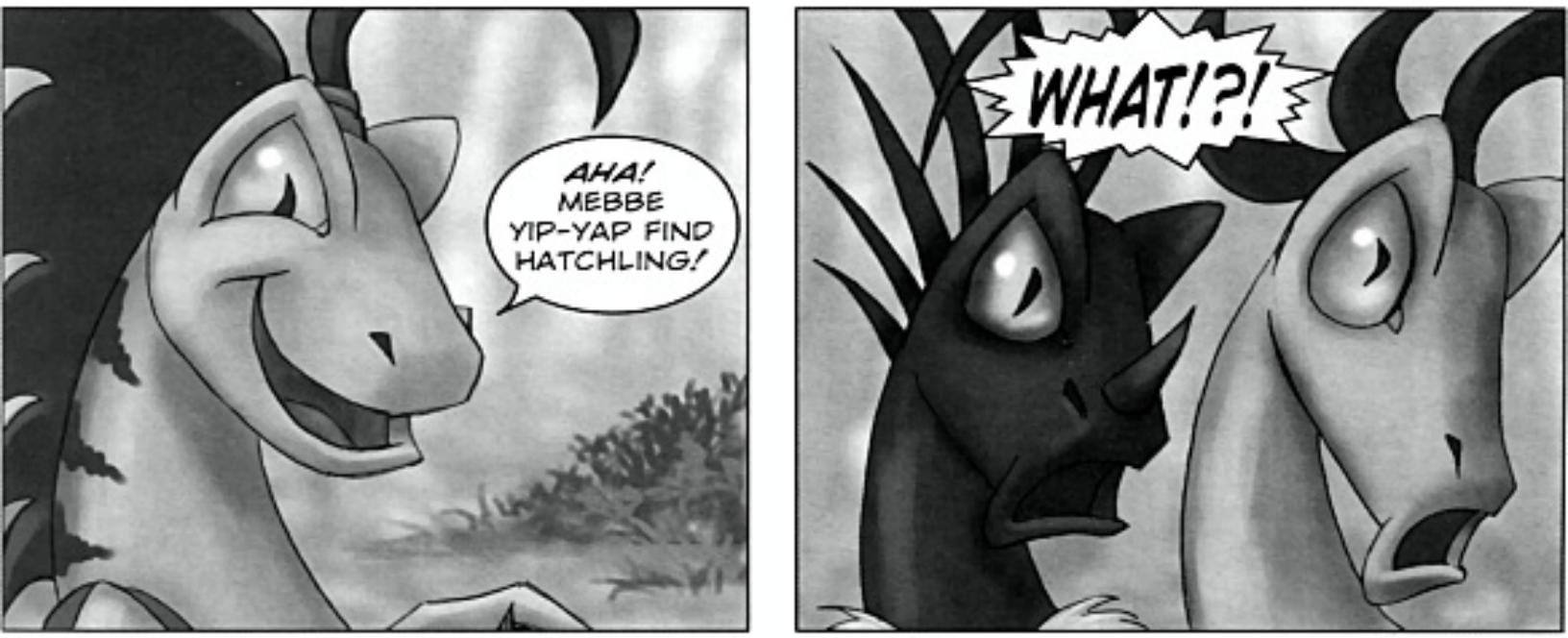
HASK?
FLASHDUST?

YIP-YAP!
IT GOOD TO SEE
YOU AGAIN!

WHERE
ARE YOU OFF TO
THIS TIME?

WE GO TO VILLAGE OF SEL. ME ON VERY SERIOUS MISSION!
BUT YOU HAVEN'T COME TO SEE FENROTH YET. HE'S ALMOST THE AGE I WAS WHEN YOU AND I MET.

SORRY, YIP-YAP. ME HAVE TO DO THAT LATER.
MYSTIC SAY WE GO TAKE HATCHLING TO LIVE WITH WINGTHINGS BUT HIM WANDER OFF BEFORE WE GET HIM THERE.
WE GO BACK TO TELL MYSTIC. MEBBE HE KNOW WAY TO FIND HATCHLING.
I WISH COULD HELP YOU.


AHA! MEBBE YIP-YAP FIND HATCHLING!
WHAT!?!

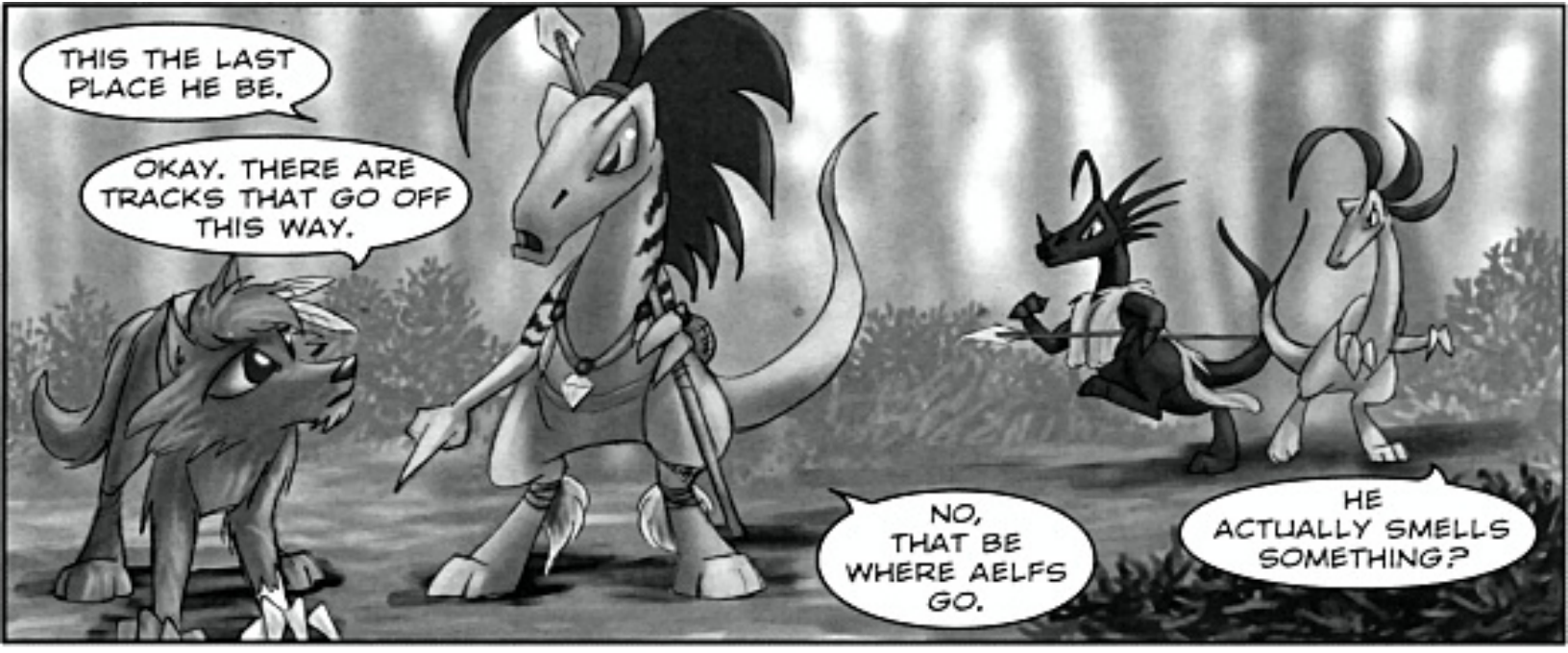
YIP-YAP GOT GOOD SMELLER. MEBBE YIP-YAP FIND HATCHLING AND WE NOT NEED GO BACK.
I'M SORRY, I CAN'T COME WITH YOU NOW. THE PACK NEEDS ME. FENROTH'S FIRST HUNT IS COMING UP AT THE FULL MOON. I MUST BE THERE FOR HIM.
SHE'S CRAZY!

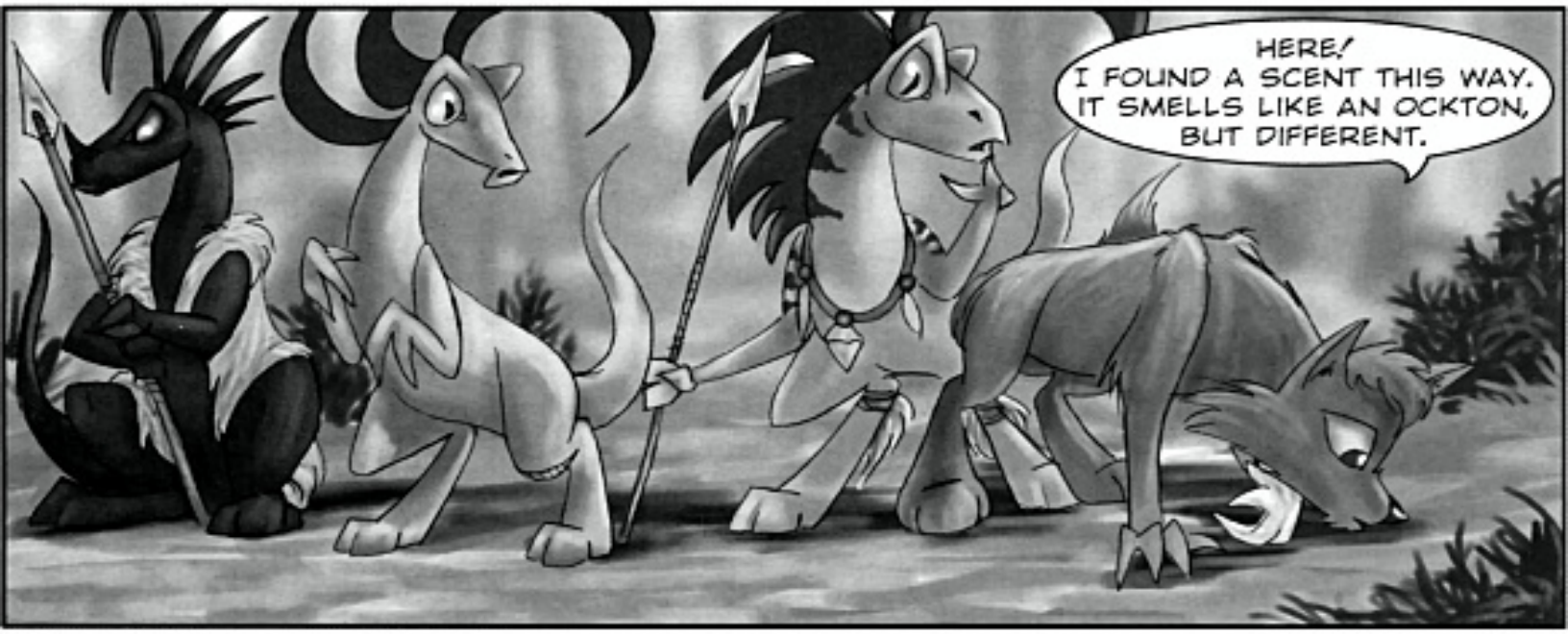
WELL, ME GUESS WE JUST GO BACK TO TELL MYSTICS, THEN.

OKAY, OKAY! YOU'VE HELPED ME OUT OF ENOUGH SCRAPES.

BUT I'LL NEED SOMETHING THAT SMELLS LIKE HIM.
WHAT? HIM SMELL LIKE OCKTON!

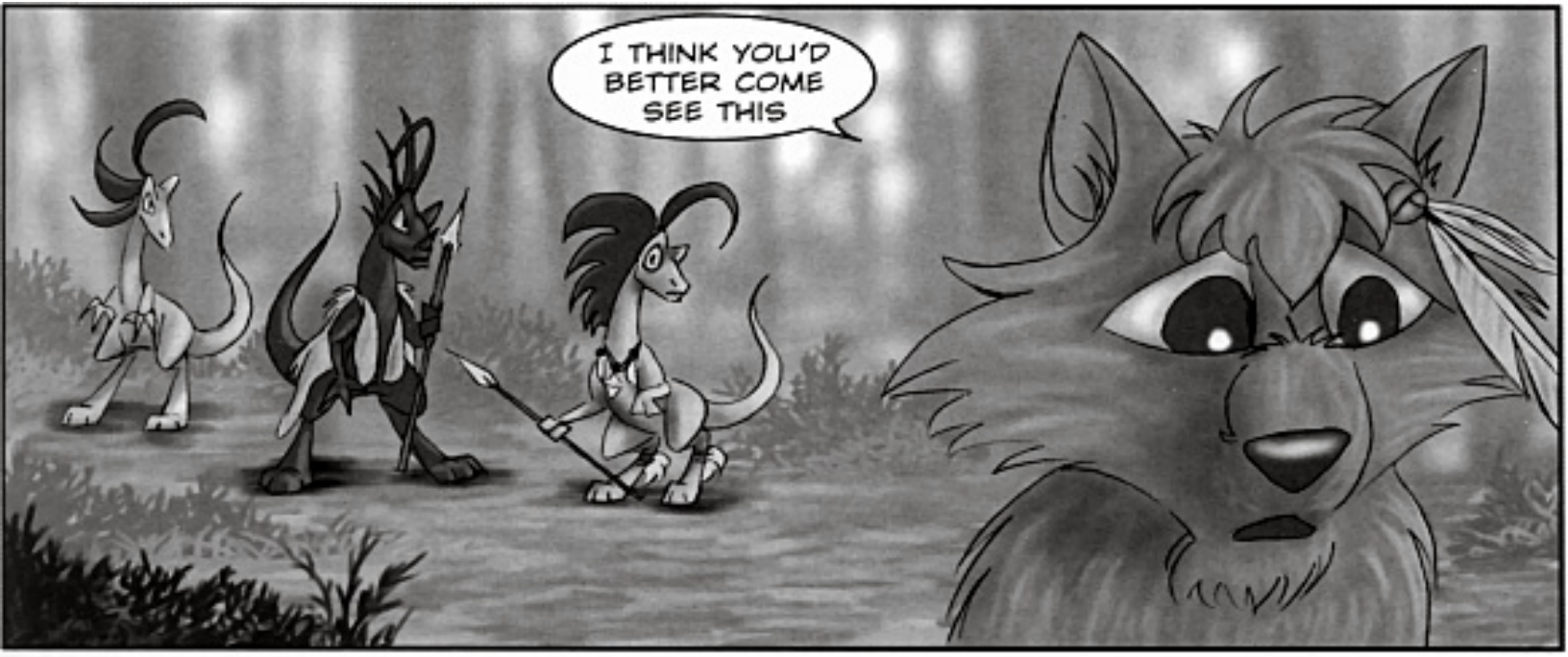
GIVE HIM THE POTTERY BAG!
SNIFF SNIFF
I CAN'T BELIEVE SHE'S FOLLOWING A YIP-YAP!
WHERE WAS THE LAST PLACE HE WAS WITH YOU?
AT GROVE WHERE AELFS TRADED.
LET'S GO THERE FIRST.


THIS THE LAST PLACE HE BE.
OKAY. THERE ARE TRACKS THAT GO OFF THIS WAY.
NO, THAT BE WHERE AELFS GO.
HE ACTUALLY SMELLS SOMETHING?


HERE! I FOUND A SCENT THIS WAY. IT SMELLS LIKE AN OCKTON, BUT DIFFERENT.

GAAAH!
WHAT IS IT?

YOU NOT THINK AELFS TOOK LITTLE RAI-HATCHLING AS FOOD!?!
I CERTAINLY HOPE NOT!


I THINK YOU'D BETTER COME SEE THIS

UH OH! THIS LOOK LIKE IT GONNA' TAKE A WHILE!

THERE ARE SEVERAL OTHER SCENTS HERE, TOO. IT SMELLS LIKE MI'KAR. THEY ALL GO OFF THIS WAY.
GAAAH! YOU NOT THINK MI'KAR TOOK LITTLE RAI-HATCHLING AS FOOD!?!
STOP THAT!
AFTER CONTINUING MOST OF THE DAY, THE SCENTS LEAD TO A CLEARING AT THE FOOT OF A HILLSIDE SURROUNDED BY THICK UNDERBRUSH. ON ONE SIDE WERE THE OPENINGS TO THE MI'KAR BURROWS.
AHA! WE ASK MI'KAR WHERE BE LITTLE RAI-HATCHLING!
HEY, WE COME LOOK FOR HATCHLING THAT WANDER OFF. YOU SEE HIM THIS WAY?

ಬಂದಿದ್ದಾರೆ.

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ದೂರ ನಿಲ್ಲಿಂ

ಇಲ್ಲಿದ್ದೇನೆ
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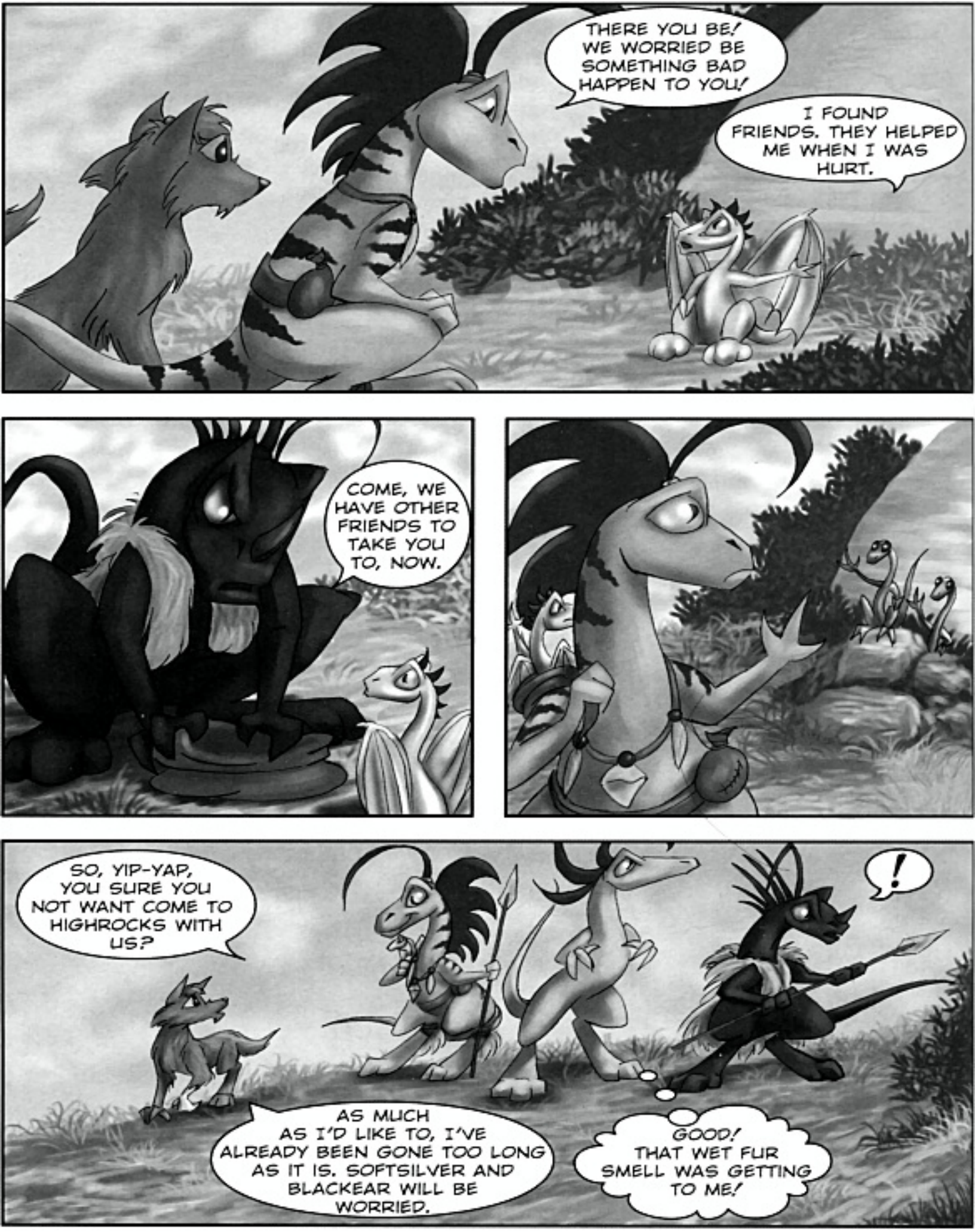
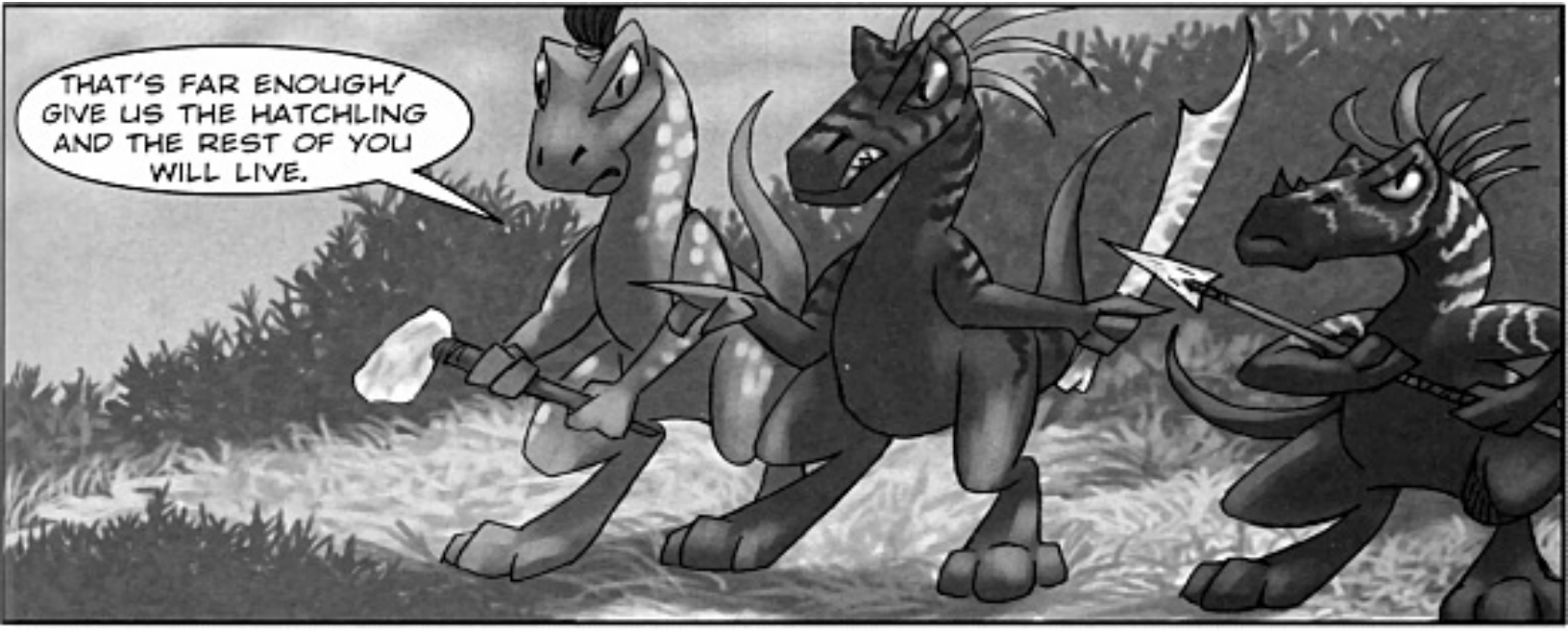
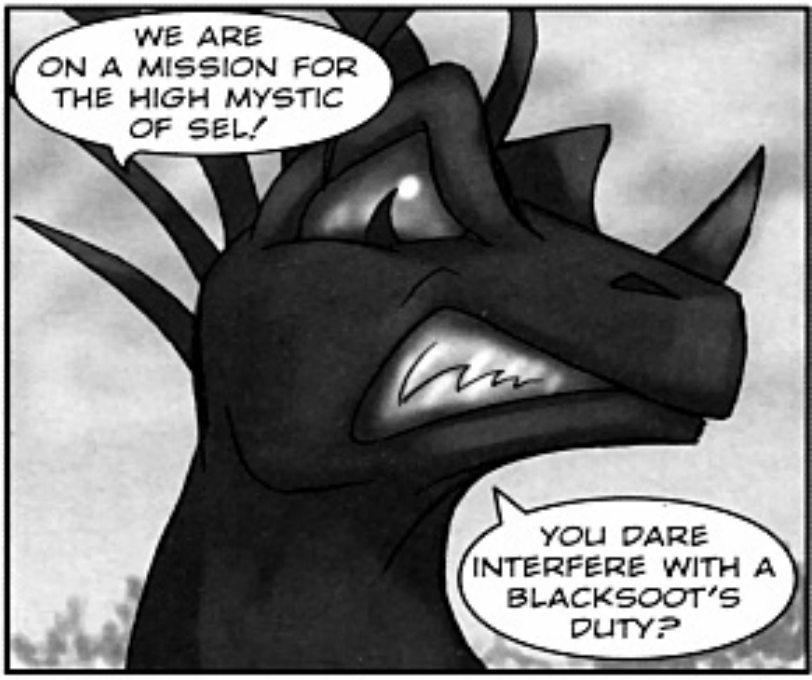

THERE YOU BE! WE WORRIED BE SOMETHING BAD HAPPEN TO YOU!
I FOUND FRIENDS. THEY HELPED ME WHEN I WAS HURT.
COME, WE HAVE OTHER FRIENDS TO TAKE YOU TO, NOW.
SO, YIP-YAP, YOU SURE YOU NOT WANT COME TO HIGHROCKS WITH US?
!
AS MUCH AS I'D LIKE TO, I'VE ALREADY BEEN GONE TOO LONG AS IT IS. SOFTSILVER AND BLACKEAR WILL BE WORRIED.
GOOD! THAT WET FUR SMELL WAS GETTING TO ME!


THAT'S FAR ENOUGH! GIVE US THE HATCHLING AND THE REST OF YOU WILL LIVE.

WHAT!?!
OH! YOU COME TO TAKE HATCHLING TO HIGHROCKS INSTEAD!


WE ARE ON A MISSION FOR THE HIGH MYSTIC OF SEL!
YOU DARE INTERFERE WITH A BLACKSOOT'S DUTY?

WE HAVE A MISSION AS WELL.

KILL THEM!

THUNK

HASK!!!

GRRRRR!!!!

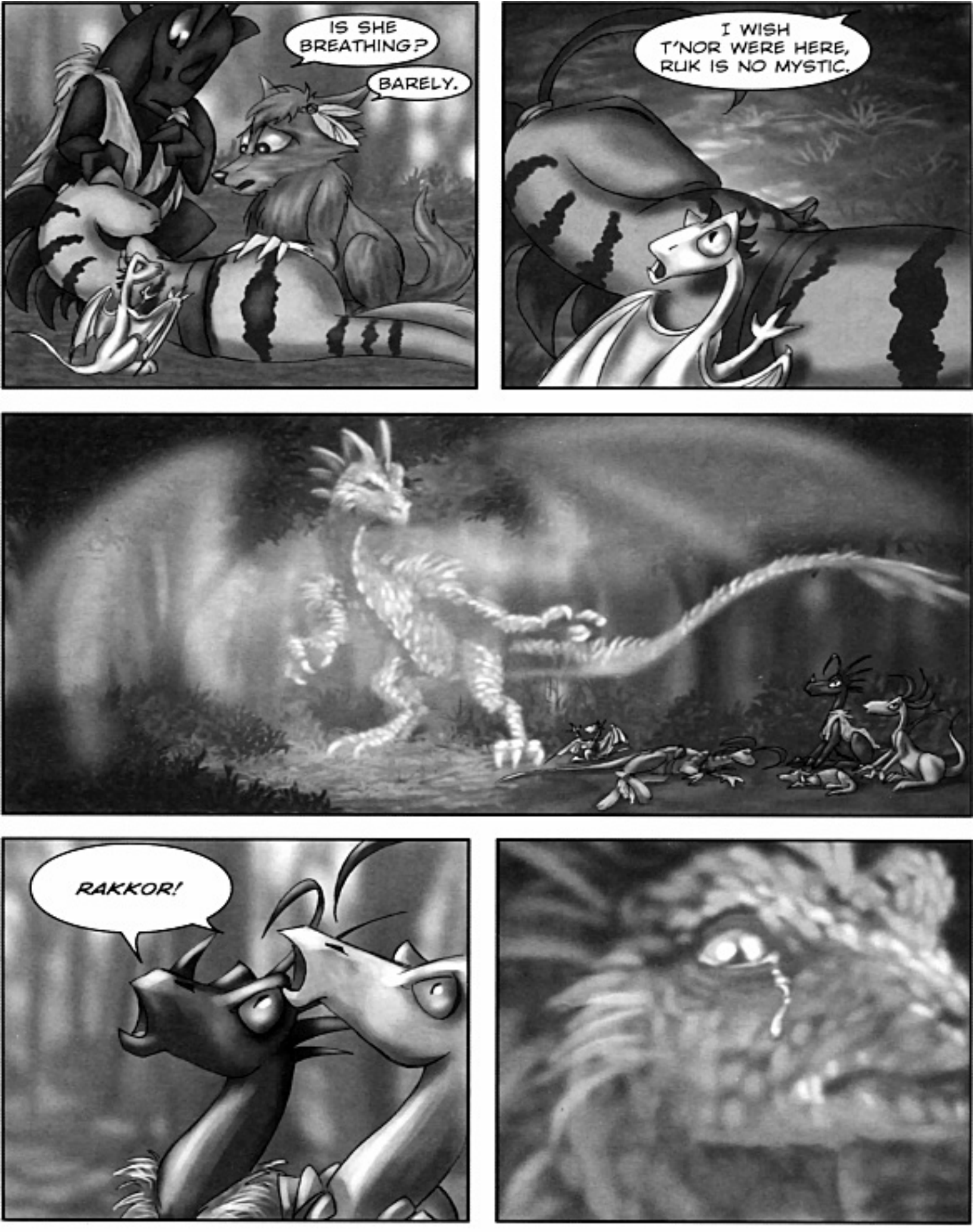
CHOMP

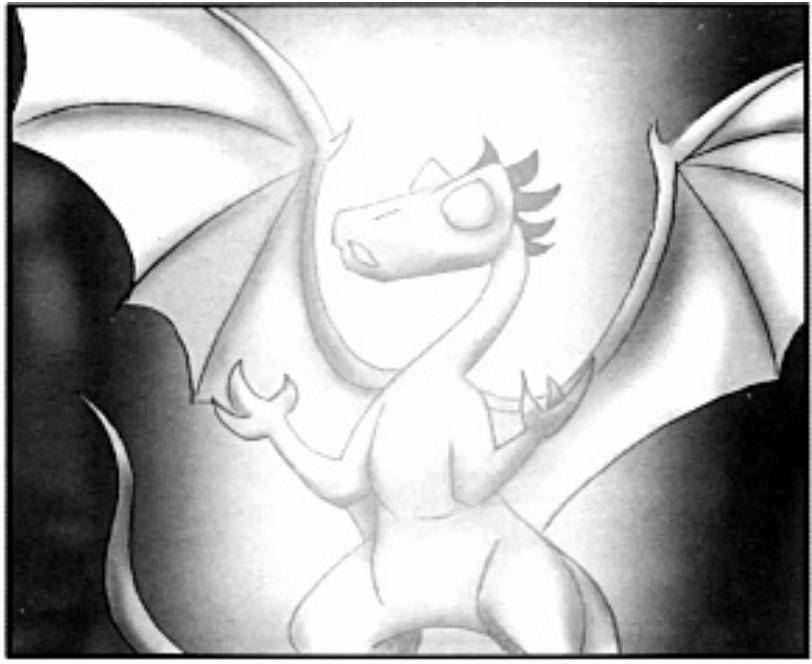
GRRR!
KRAK

FLASH! BEHIND YOU!

POOM

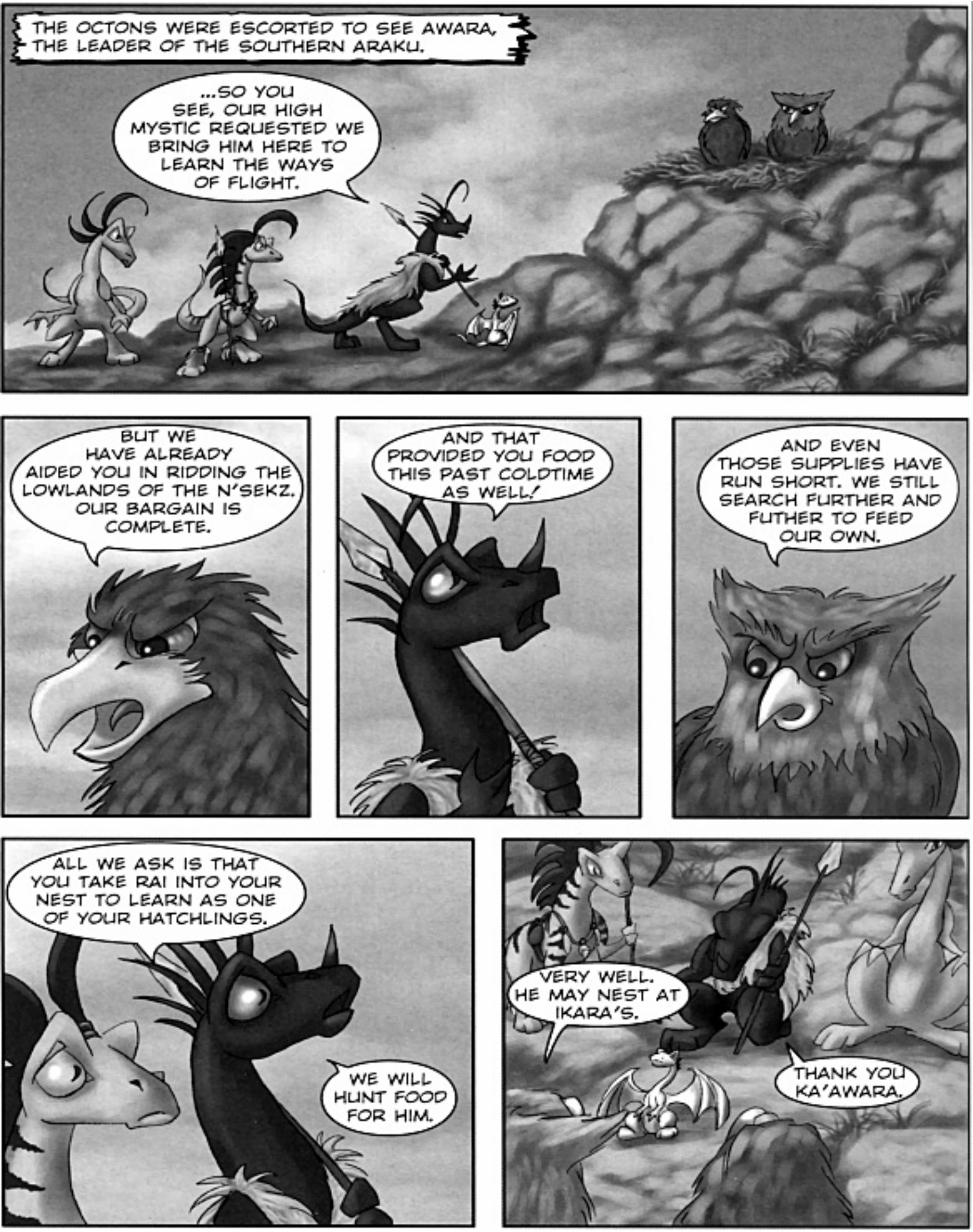
CHOCK


IS SHE BREATHING?
BARELY.
I WISH T'NOR WERE HERE, RUK IS NO MYSTIC.
RAKKOR!



OOOOHHH! WHAT EVERYONE BE LAYIN' 'ROUND FOR?
HASK! YOU'RE OKAY!
YEH, THANKS TO LITTLE RAI-HATCHLING HERE. MYSTIC RIGHT, HE BE SPECIAL ALL RIGHT!
ME STILL SAY NONE OF THIS HAPPEN IF FLASH NOT LOSE HATCHLING IN FIRST PLACE!
OH, GO TO SLEEP, HASK!
WHEN ME BE BACK THIS WAY, ME STOP AND SEE YIP-YAP'S HATCHLING THEN.
WE'D LIKE THAT. TAKE CARE, HASK.
FAREWELL, YIP-YAP.
WE'RE NEVER GOING TO GET TO THE HIGHROCKS!

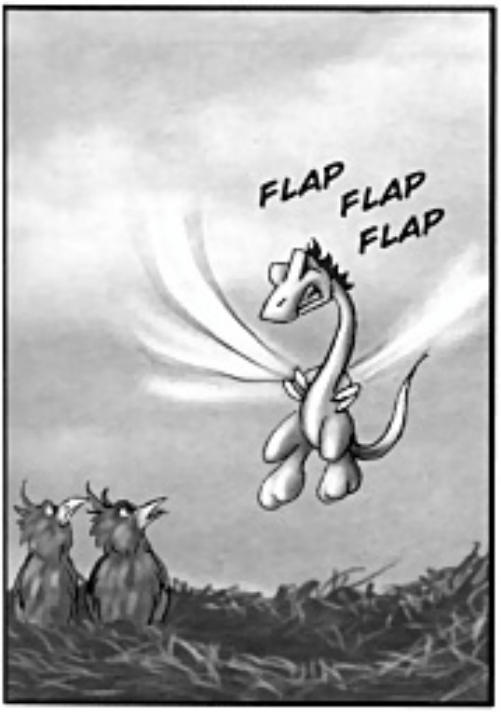
HALT, LOWLANDERS, WHY DO YOU TRESSPASS HERE?


THE OCTONS WERE ESCORTED TO SEE AWARA, THE LEADER OF THE SOUTHERN ARAKU.
...SO YOU SEE, OUR HIGH MYSTIC REQUESTED WE BRING HIM HERE TO LEARN THE WAYS OF FLIGHT.
BUT WE HAVE ALREADY AIDED YOU IN RIDDING THE LOWLANDS OF THE N'SEKZ. OUR BARGAIN IS COMPLETE.
AND THAT PROVIDED YOU FOOD THIS PAST COLDTIME AS WELL!
AND EVEN THOSE SUPPLIES HAVE RUN SHORT. WE STILL SEARCH FURTHER AND FUTHER TO FEED OUR OWN.
ALL WE ASK IS THAT YOU TAKE RAI INTO YOUR NEST TO LEARN AS ONE OF YOUR HATCHLINGS.
WE WILL HUNT FOOD FOR HIM.
VERY WELL. HE MAY NEST AT IKARA'S.
THANK YOU KA'AWARA.

RAI WAS TAKEN TO IKARA'S NEST WHILE HASK, FLASHDUST AND RUK MADE SHELTER IN A NEARBY CLEFT OF ROCKS. HER HATCHLINGS WER NEARING THEIR FIRST MOLT AND WOULD SOON BE READY TO FLY.

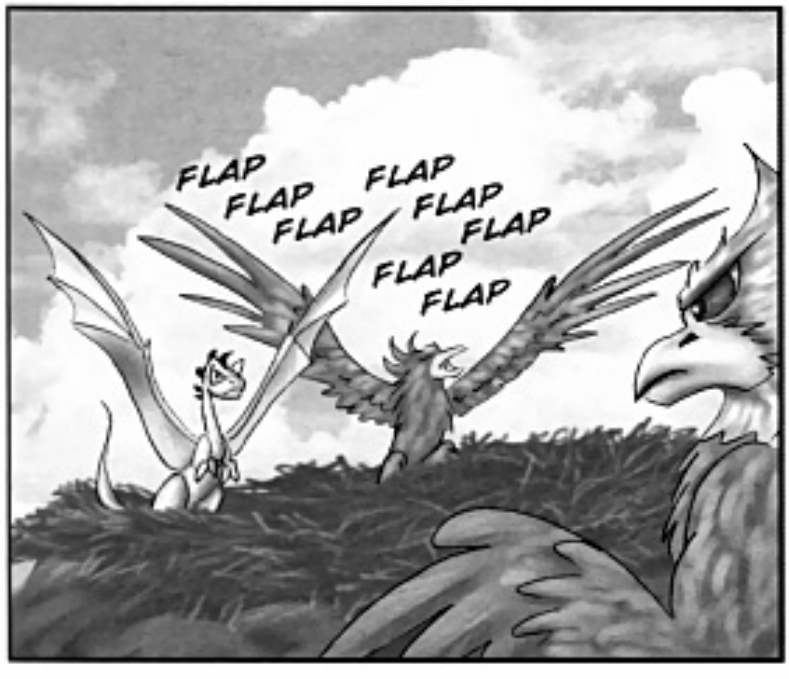
SHE BEGAN TO SHOW THEM HOW TO STRENGTHEN THEIR WINGS AND BUILD STAMINA TO LIFT THEMSELVES.

SIGH!

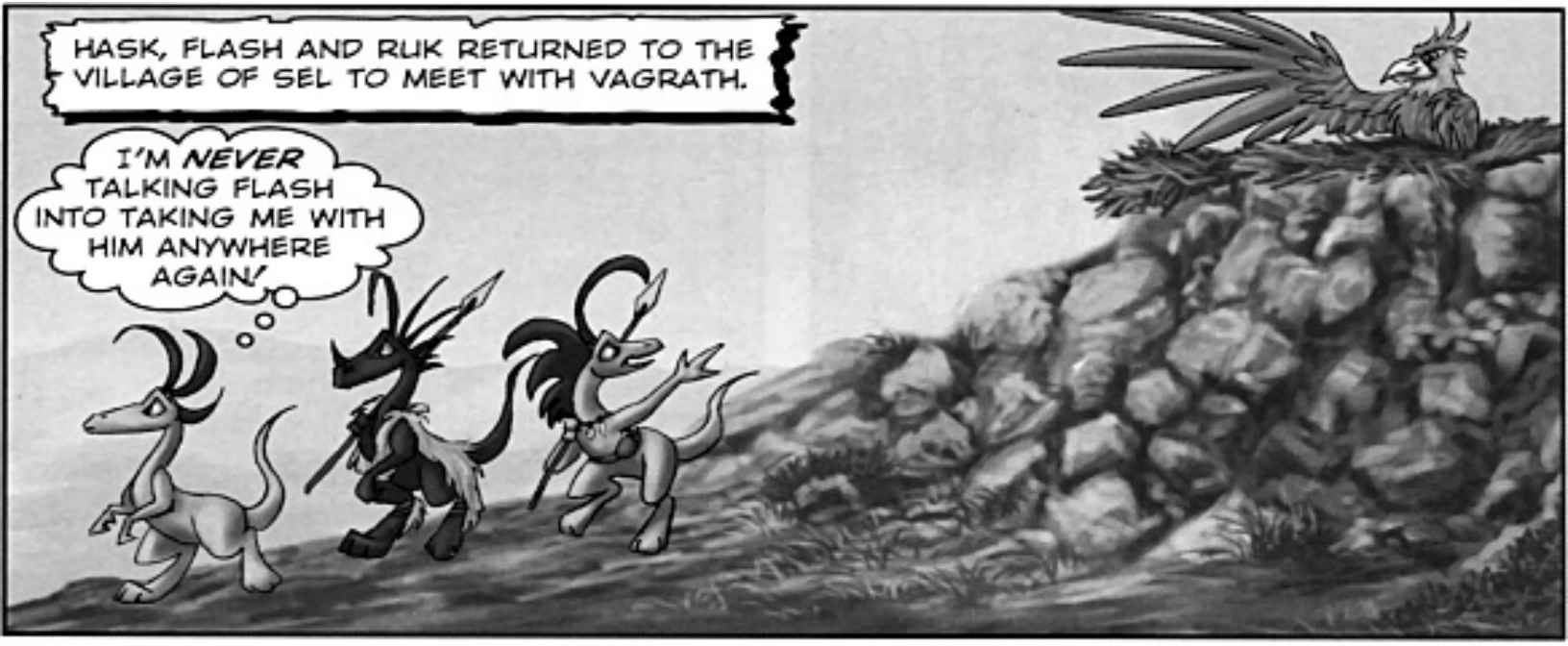

FLAP
FLAP
FLAP

FLAP
FLAP
ME BET ANKLEWRAPS AGAINST PELT RAI HATCHLING FLY BEFORE OTHERS.
YOU'RE ON!
FLAP
FLAP
FLAP
FLAP
FLAP
FLAP
FLAP
FLAP
CRASH!

THANK YOU...

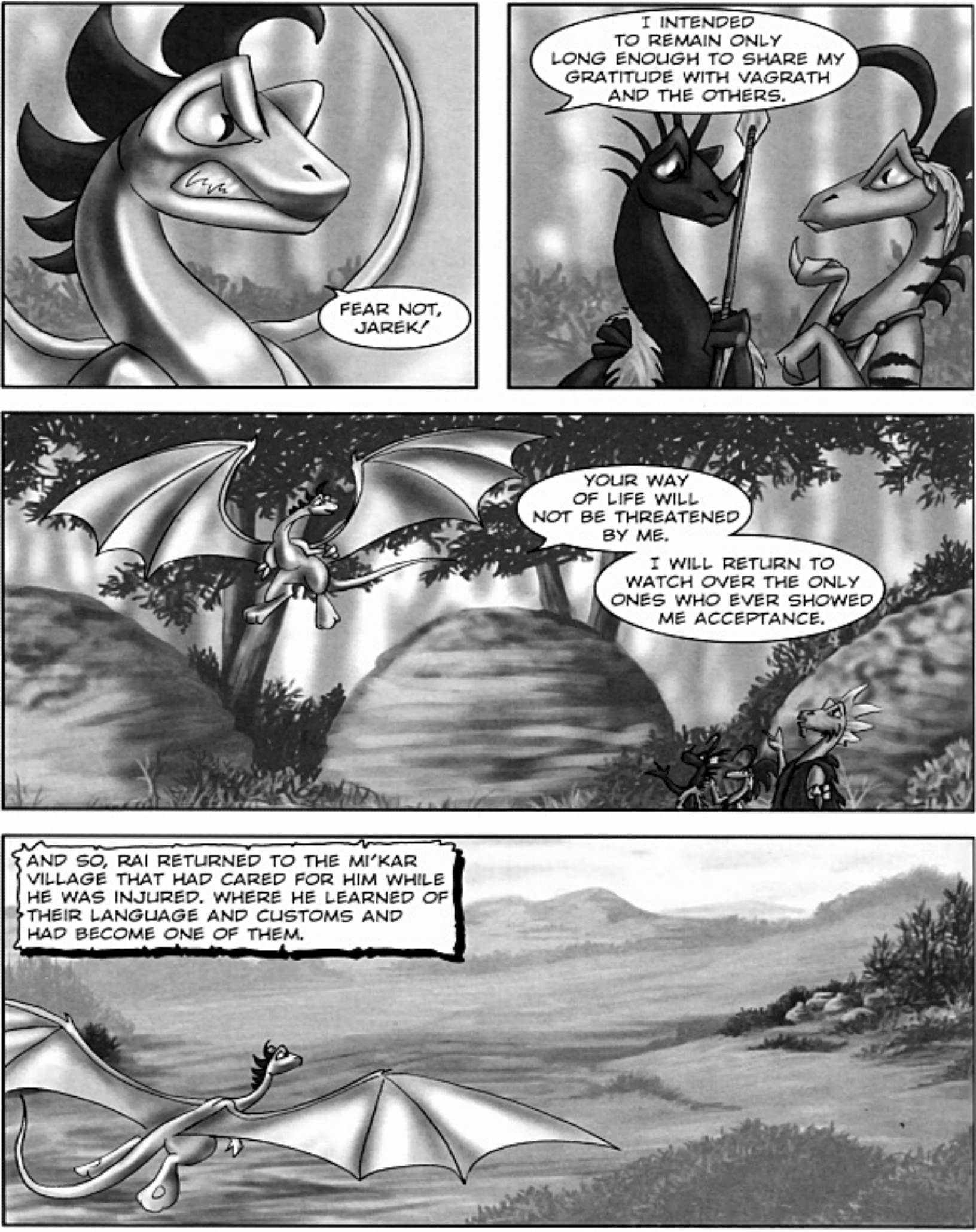

FLAP
FLAP
FLAP
FLAP
FLAP
FLAP
FLAP
FLAP
FLAP

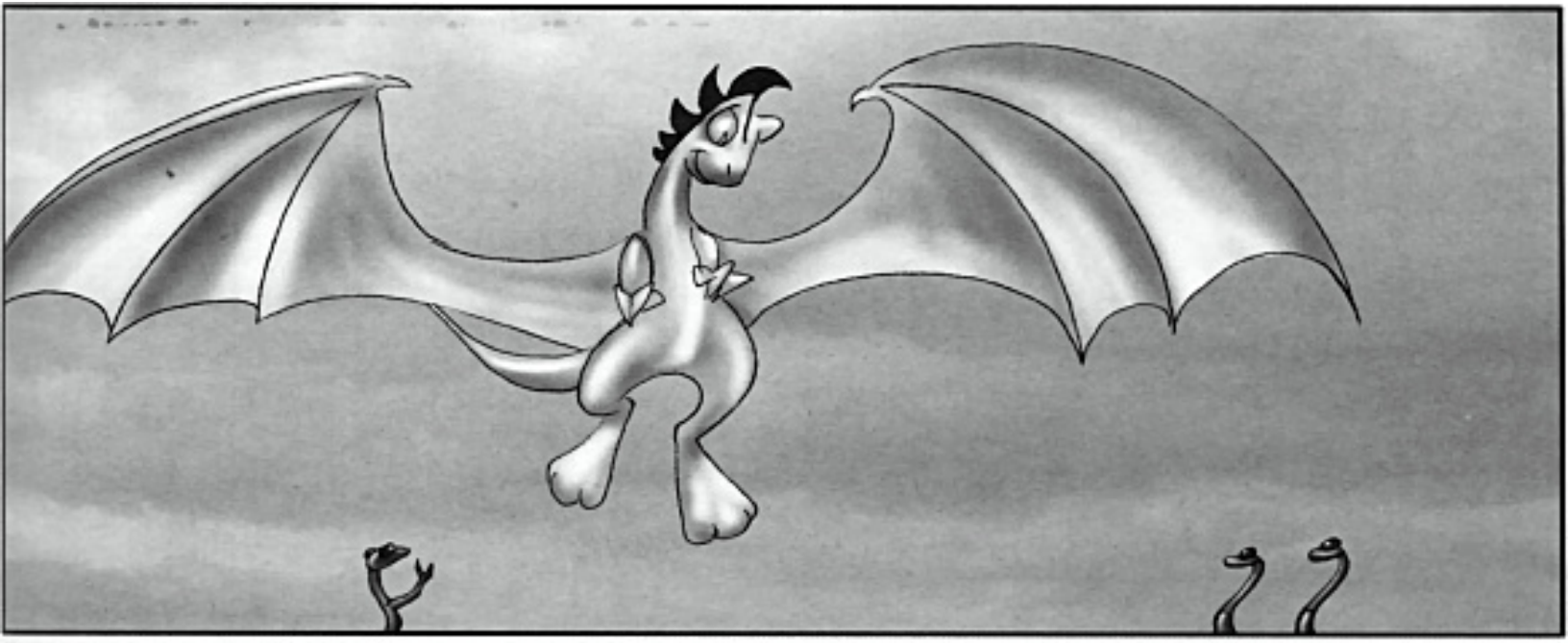
AND SOON THEY WERE READY TO LEAVE THE NEST...

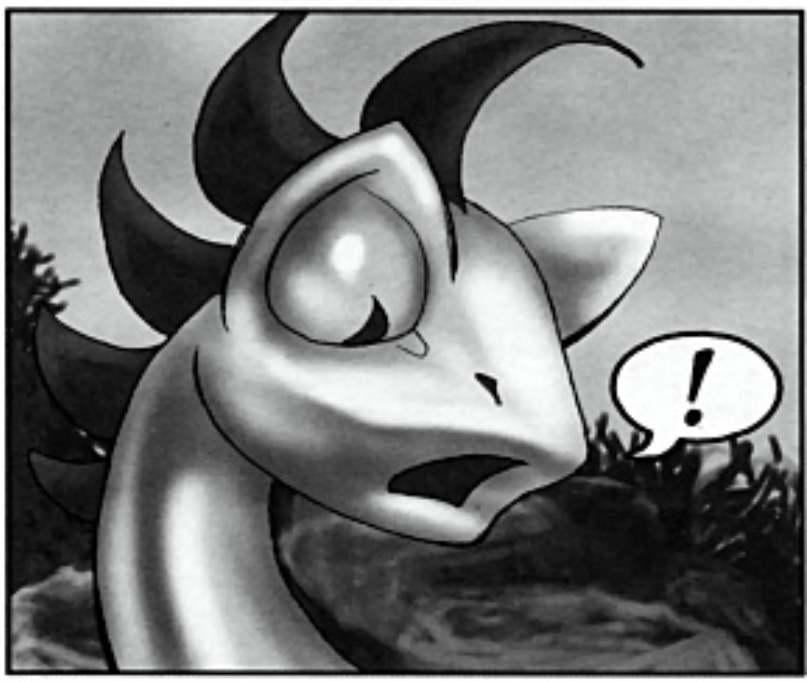

HASK, FLASH AND RUK RETURNED TO THE VILLAGE OF SEL TO MEET WITH VAGRATH.
I'M NEVER TALKING FLASH INTO TAKING ME WITH HIM ANYWHERE AGAIN!

RAI FLEW THE LENGTH AND BREADTH OF ERNOR MEETING MANY OF ITS INHABITANTS FROM THE NORTHERN HIGHROCKS TO THE DEEPGREEN AND HOWLING WOOD AND LEARNED OF THEIR WAYS. BUT AFTER HIS CURIOSITY HAD ABATED, HE RETURNED TO SEL TO SEE VAGRATH AND THE OTHER OCKTONS.

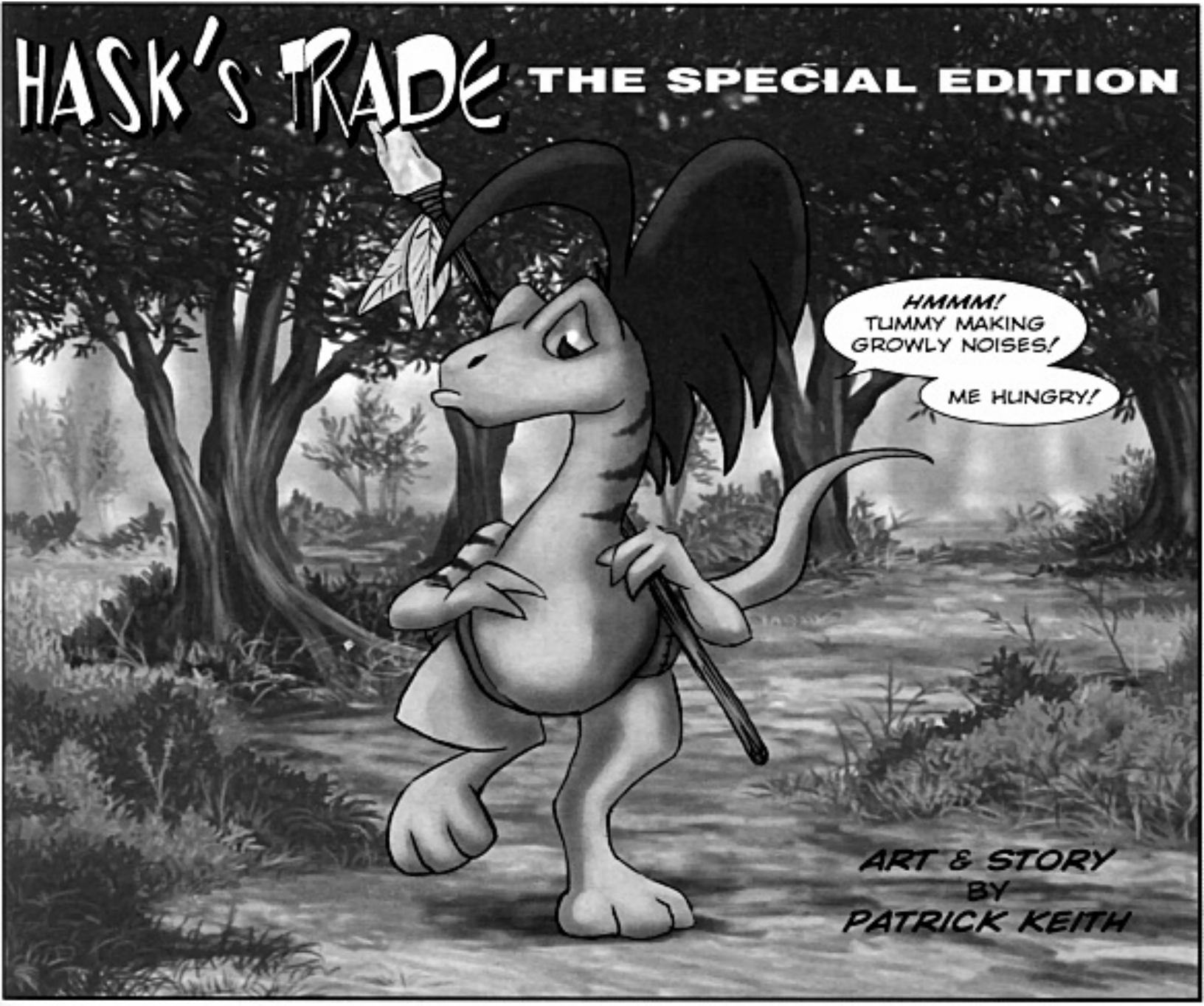
WHERE IS RAI? WAS HE ABLE TO LEARN FROM THE ARAKU?
HIM LEARN JUST LIKE OTHER WINGTHINGS. ME THOUGHT HE ALREADY BE HERE BEFORE US.
WELCOME, YOUNG RAI! I HAVE WAITED FOR THE DAY OF YOUR RETURN!
MY THANKS TO YOU AND YOUR WISDOM FOR SENDING ME TO THE ARAKU.
AND IT IS JUST AS WELL THAT YOU RETURN TO THEM.

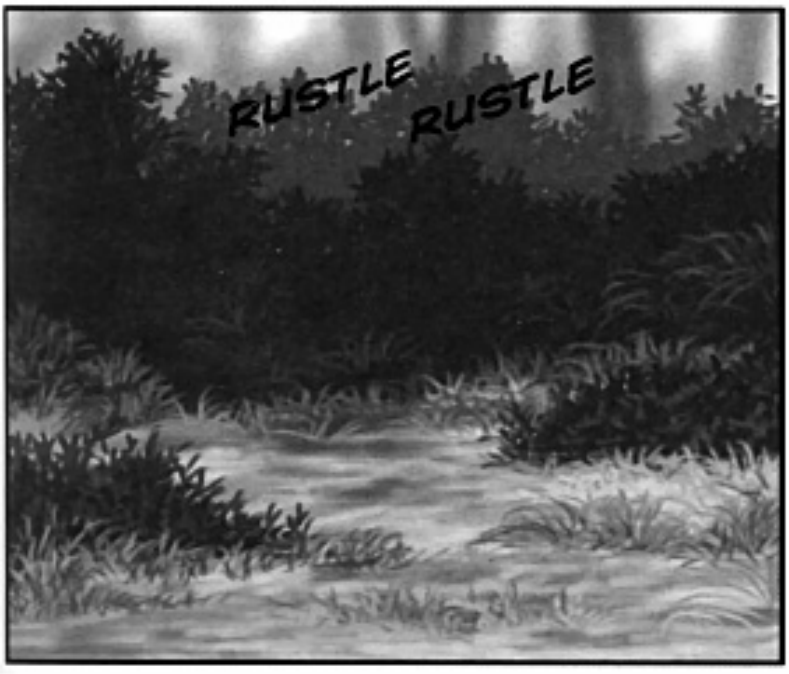

FEAR NOT, JAREK!
I INTENDED TO REMAIN ONLY LONG ENOUGH TO SHARE MY GRATITUDE WITH VAGRATH AND THE OTHERS.
YOUR WAY OF LIFE WILL NOT BE THREATENED BY ME.
I WILL RETURN TO WATCH OVER THE ONLY ONES WHO EVER SHOWED ME ACCEPTANCE.
AND SO, RAI RETURNED TO THE MI'KAR VILLAGE THAT HAD CARED FOR HIM WHILE HE WAS INJURED. WHERE HE LEARNED OF THEIR LANGUAGE AND CUSTOMS AND HAD BECOME ONE OF THEM.



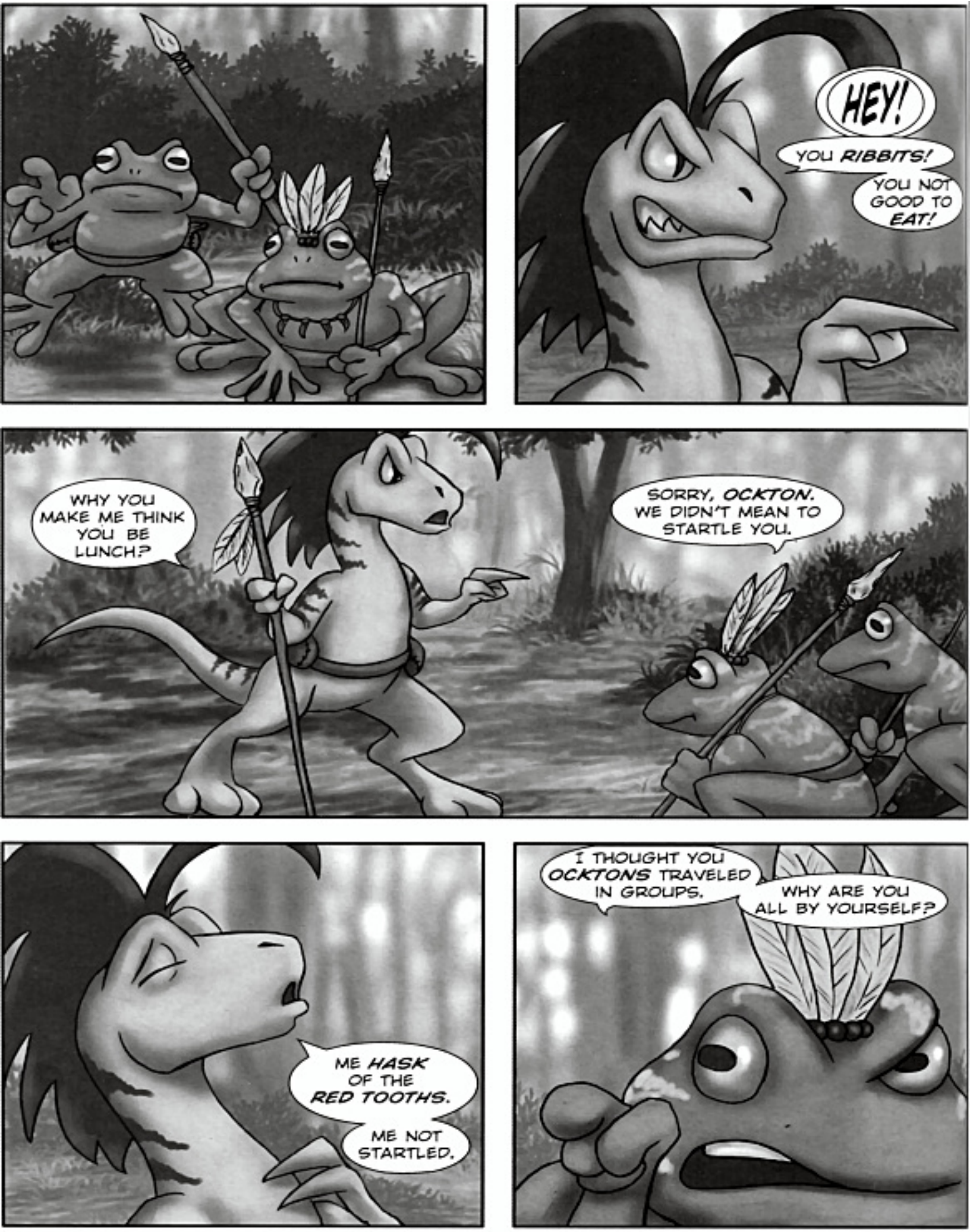


...FOR ALL OF THE DRAGONS OF ERNOR SHARE RAI'S GIFTS AS WELL AS THOSE OF THE MI'KAR.
I HAVE ENJOYED OUR TIME OF TALES, HONORED NAOMH BODACH.
AS HAVE I, ARGENT. PERHAPS WHEN THE DEALINGS OF THE DRAGONKNIGHTS CONCLUDES YOU MAY RETURN TO US AGAIN.
I LOOK FORWARD TO THAT TIME, NAOMH BODACH.

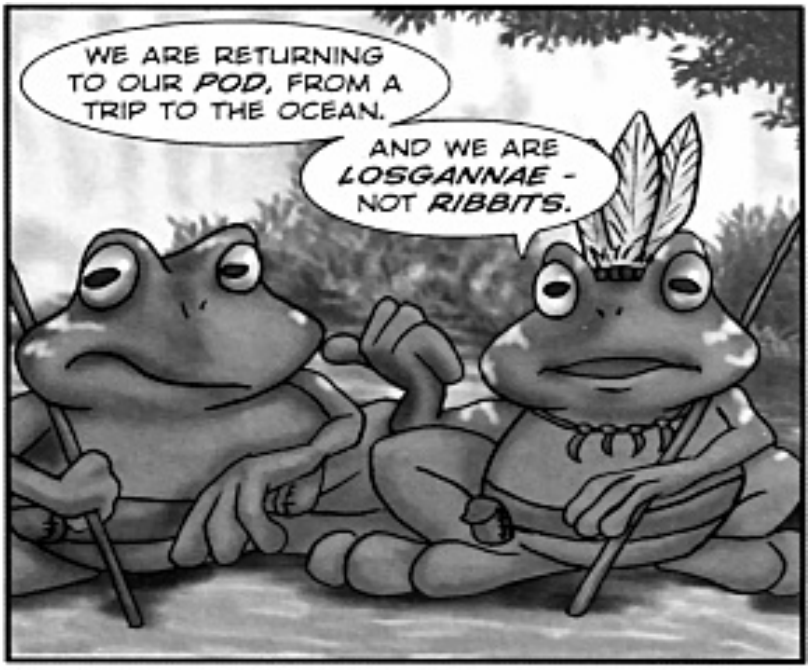

HASK'S TRADE
THE SPECIAL EDITION
HMMM! TUMMY MAKING GROWLY NOISES!
ME HUNGRY!
ART & STORY BY PATRICK KEITH

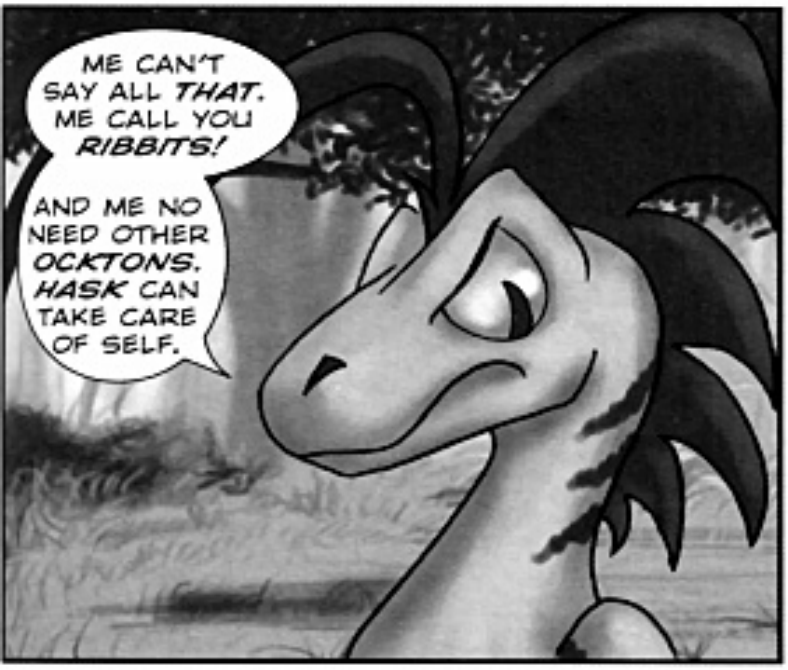

RUSTLE
RUSTLE

HAH! ME LUCKY! FOOD COME TO ME!


HEY!
YOU RIBBITS!
YOU NOT GOOD TO EAT!
WHY YOU MAKE ME THINK YOU BE LUNCH?
SORRY, OCKTON. WE DIDN'T MEAN TO STARTLE YOU.
ME HASK OF THE RED TOOTHS.
ME NOT STARTLED.
I THOUGHT YOU OCKTONS TRAVELED IN GROUPS.
WHY ARE YOU ALL BY YOURSELF?

YOU ASK LOTSA QUESTIONS, RIBBIT!
WHAT YOU DOING OUT HERE SO FAR FROM THE WATER?

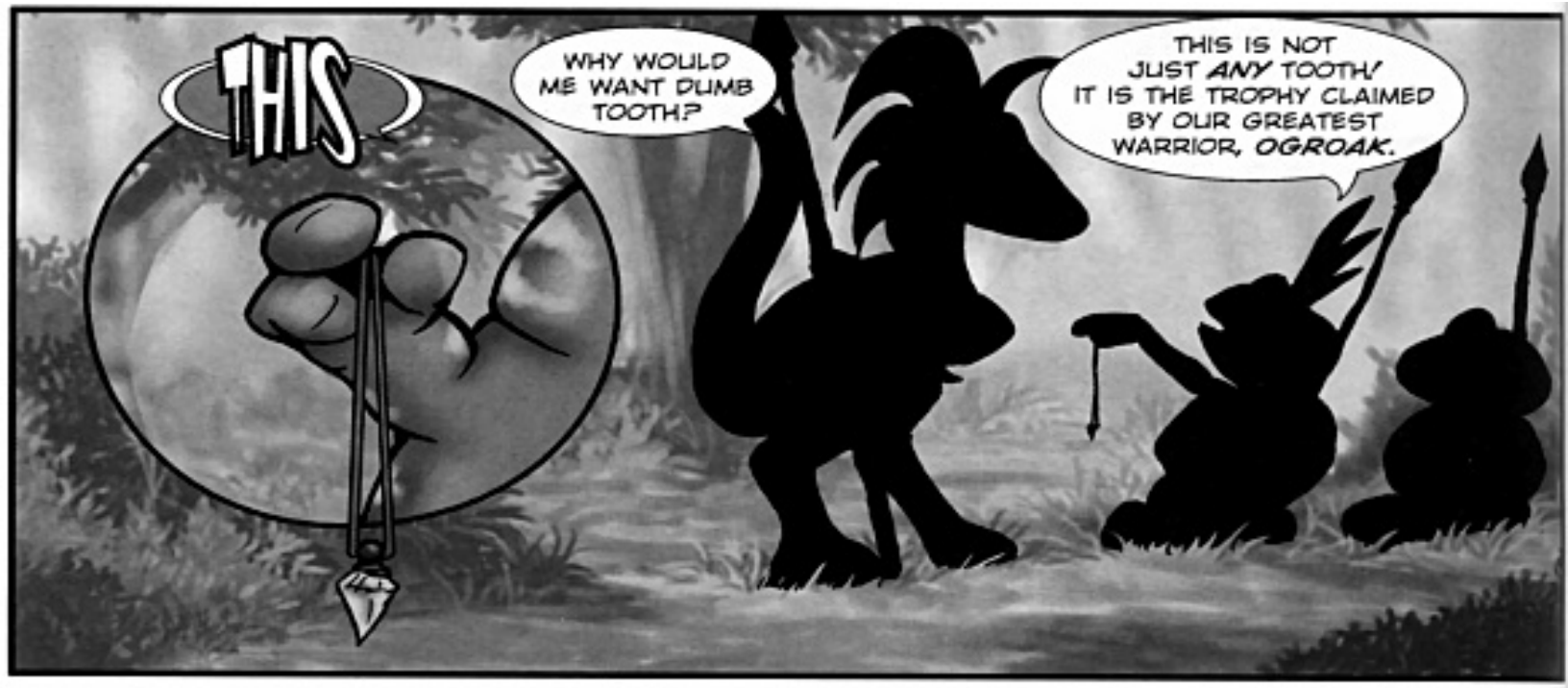

WE ARE RETURNING TO OUR POD, FROM A TRIP TO THE OCEAN.
AND WE ARE LOSGANNAE - NOT RIBBITS.

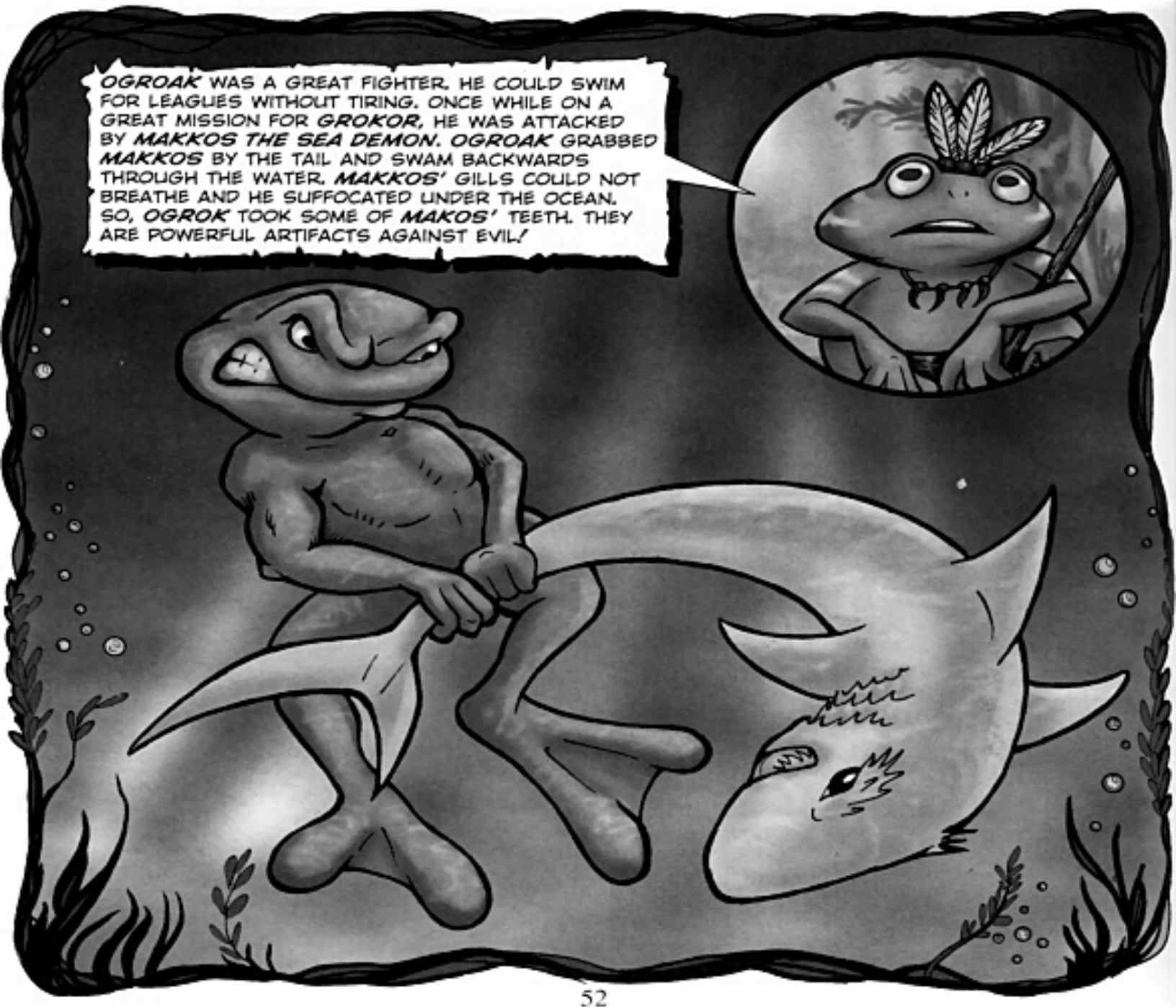

ME CAN'T SAY ALL THAT. ME CALL YOU RIBBITS!
AND ME NO NEED OTHER OCKTONS. HASK CAN TAKE CARE OF SELF.

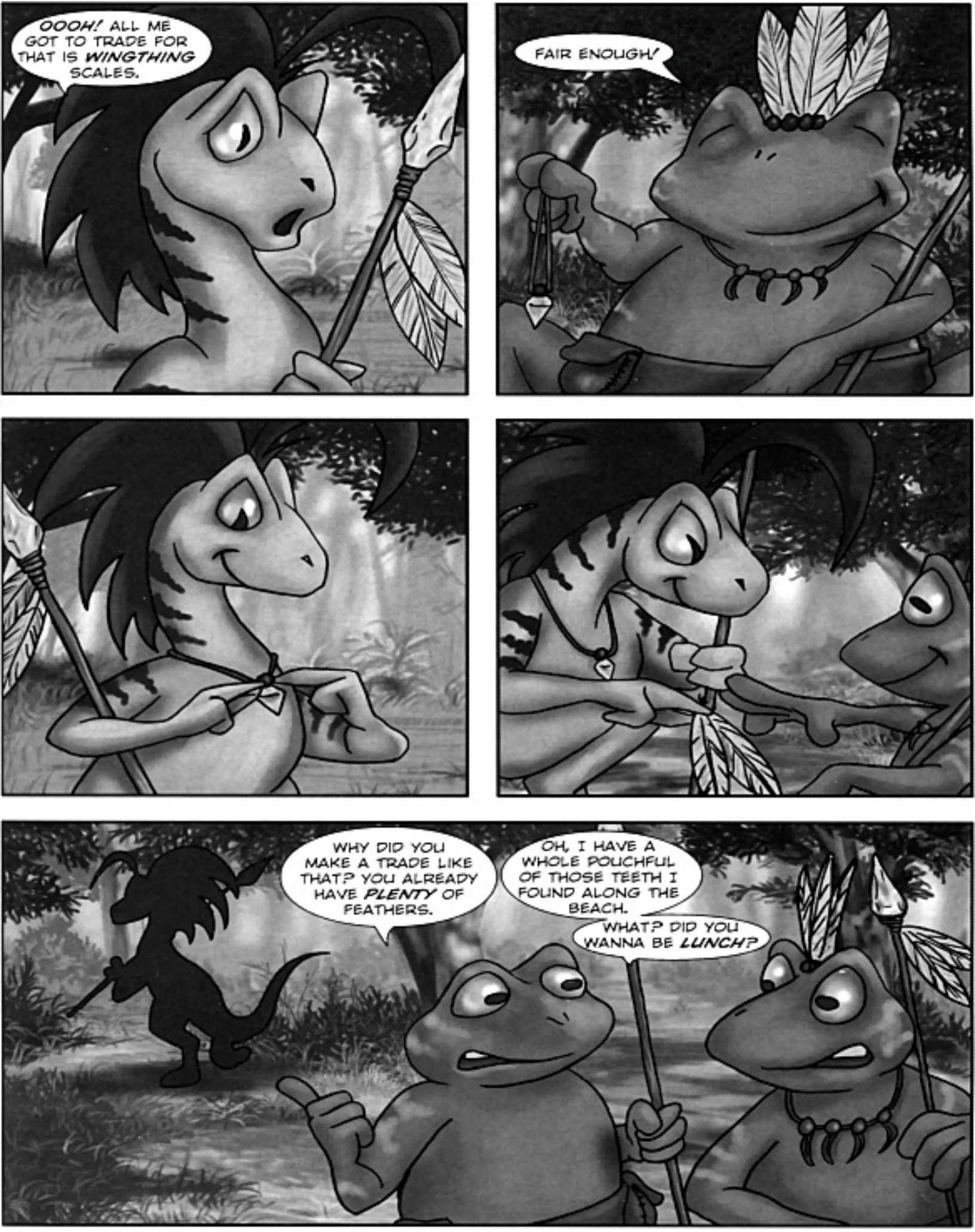
BUT ME ALSO HUNGRY.
ME MAY JUST TAKE CHANCES AND EAT YOU ANYWAY!

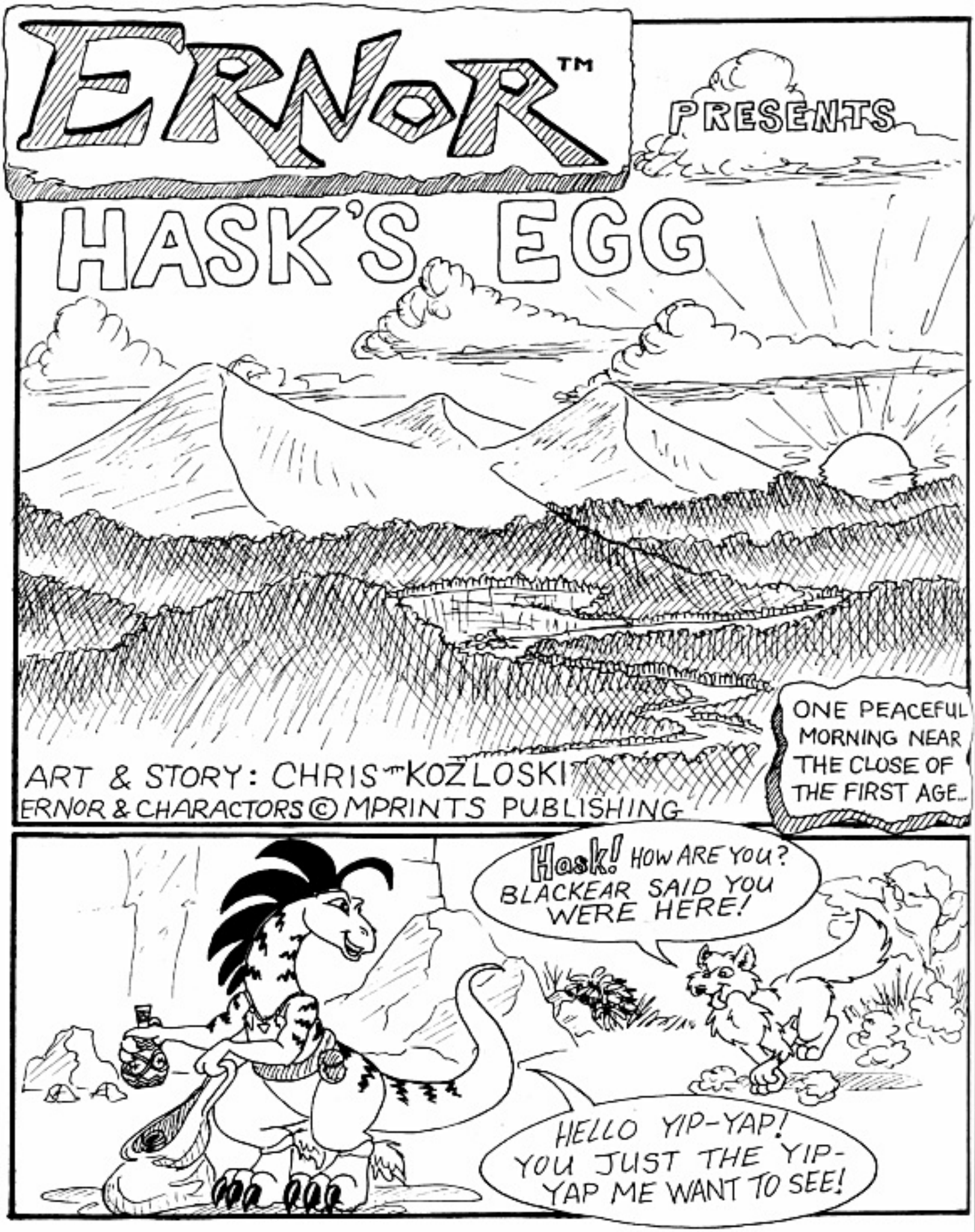
NONO
WE HAVE SOMETHING TO TRADE!

OH, YEH? WHAT YOU GOT TO TRADE?


THIS
WHY WOULD ME WANT DUMB TOOTH?
THIS IS NOT JUST ANY TOOTH! IT IS THE TROPHY CLAIMED BY OUR GREATEST WARRIOR, OGROAK.


OGROAK WAS A GREAT FIGHTER. HE COULD SWIM FOR LEAGUES WITHOUT TIRING. ONCE WHILE ON A GREAT MISSION FOR GROKOR, HE WAS ATTACKED BY MAKKOS THE SEA DEMON. OGROAK GRABBED MAKKOS BY THE TAIL AND SWAM BACKWARDS THROUGH THE WATER. MAKKOS' GILLS COULD NOT BREATHE AND HE SUFFOCATED UNDER THE OCEAN. SO, OGROK TOOK SOME OF MAKOS' TEETH. THEY ARE POWERFUL ARTIFACTS AGAINST EVIL!


OOOH! ALL ME GOT TO TRADE FOR THAT IS WINGTHING SCALES.
FAIR ENOUGH!
WHY DID YOU MAKE A TRADE LIKE THAT? YOU ALREADY HAVE PLENTY OF FEATHERS.
OH, I HAVE A WHOLE POUCHFUL OF THOSE TEETH I FOUND ALONG THE BEACH.
WHAT? DID YOU WANNA BE LUNCH?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ART & STORY: CHRIS™KOZLOSKI
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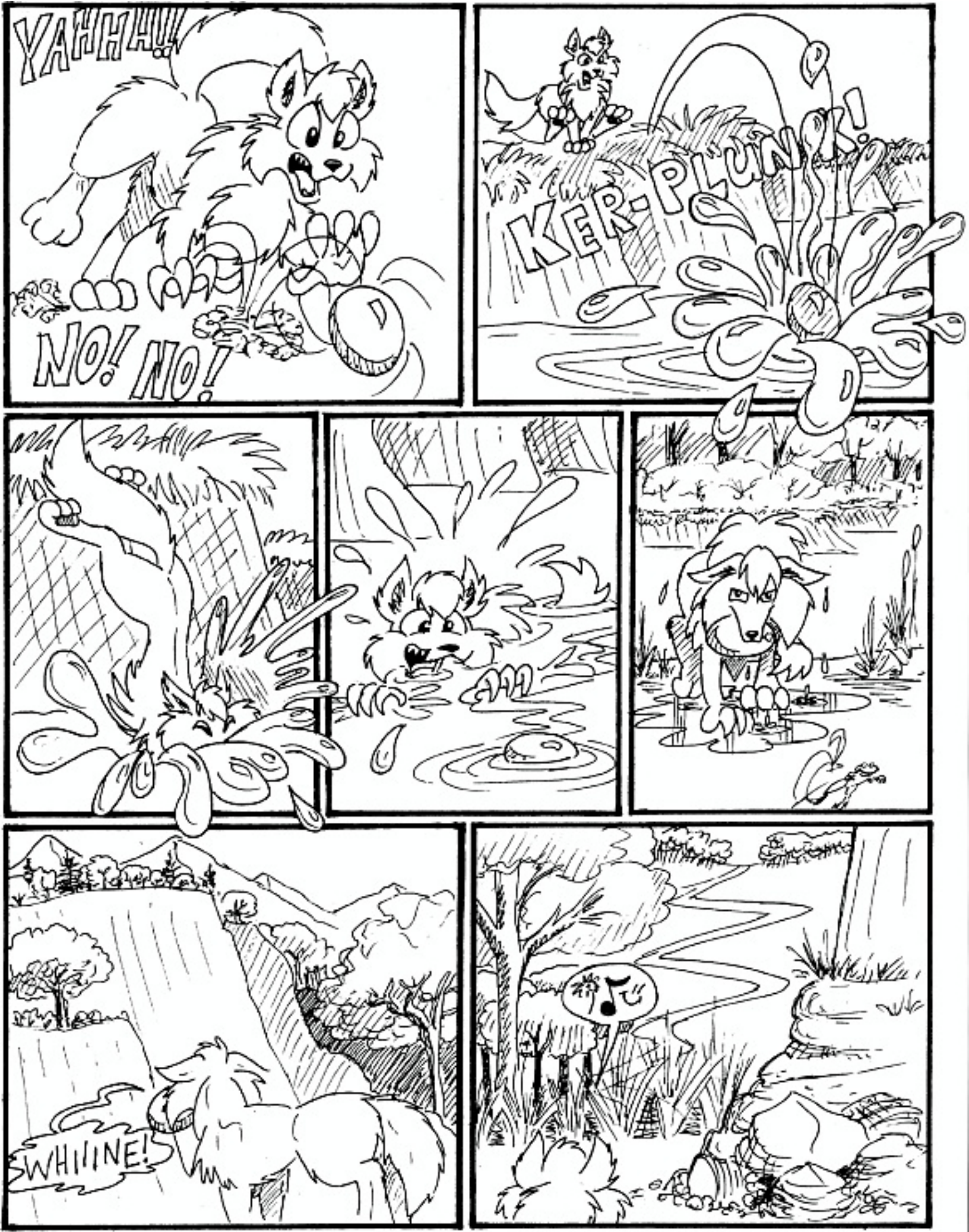
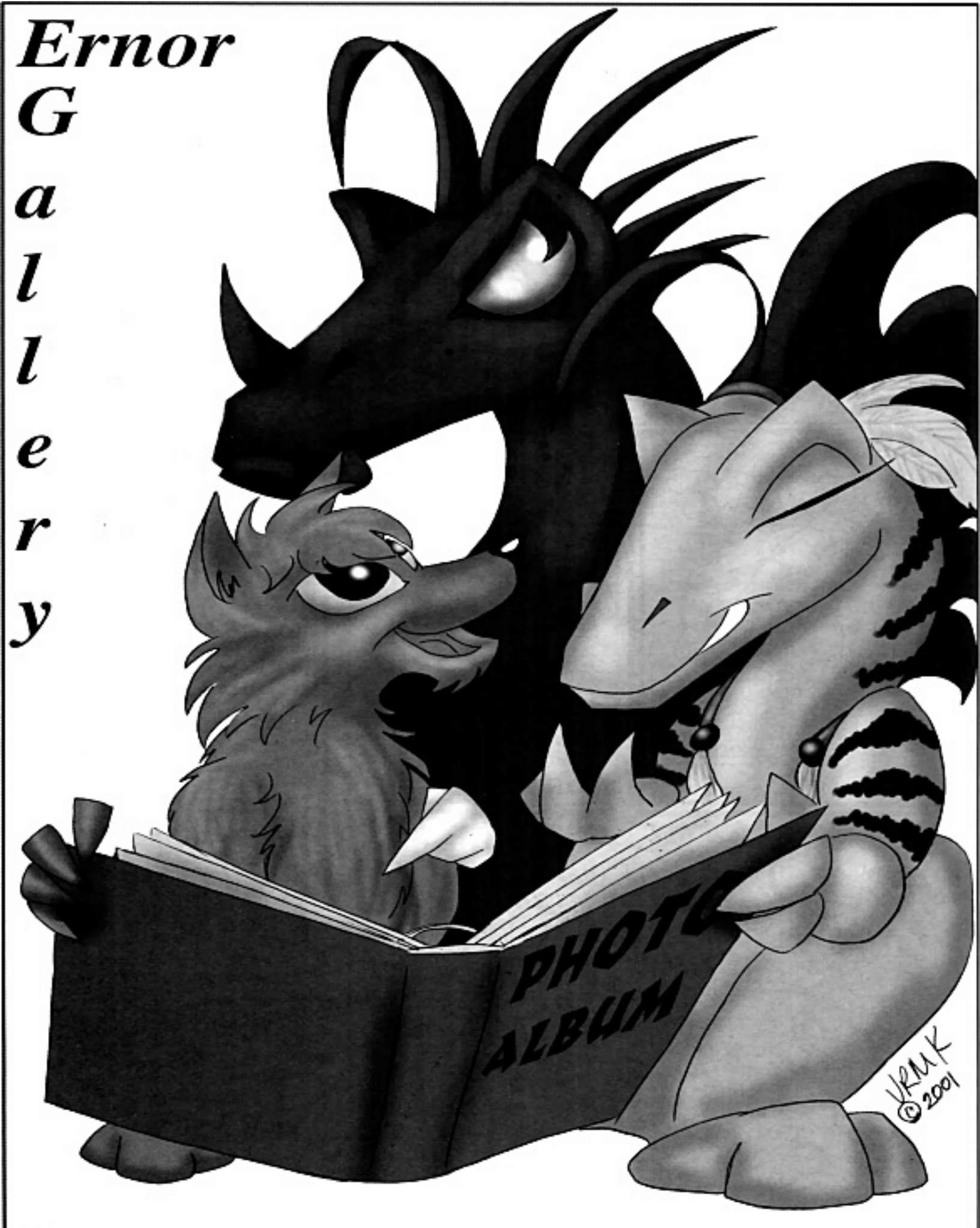
ONE PEACEFUL MORNING NEAR THE CLOSE OF THE FIRST AGE...
Hask! HOW ARE YOU? BLACKEAR SAID YOU WERE HERE!
HELLO YIP-YAP! YOU JUST THE YIP-YAP ME WANT TO SEE!

YIP-YAP BE GOOD? LEAD PACK GOOD?
THE PACK IS GREAT! OUR HOME TERRITORY IS EXPANDING AND THE CHIC'TR ARE ONLY A MEMORY!
GOOD! ME GO TRADE WITH PAT'VIC CLAN STOP HERE SEE YIP-YAP!
WE TALK IN MINUTE! ME GO GET WATER AT STREAM! KEEP EYE ON PACK YIP-YAP. INSIDE IS VERY IMPORTANT!
SNIFF! SNIFF!
HMMM... IT'S IMPORTANT. I WONDER WHAT IT IS?
SNUFFA! SNUFFA!
AN EGG!!
GOODNESS I DIDN'T KNOW HASK WAS A MA-MA!!
NO WONDER SHE WANTED ME TO GUARD IT! SHE CAN COUNT ON ME!!
BUMP!
I'LL GUARD IT LIKE—
YIPE!


YAHH!!!
NO! NO!
KER-PLUNK!
SWHIIINE!

THERE! IT'S SAFE! AND HASK WON'T EVER KNOW!
I BACK! YUCK! YIP-YAP! YOU MESS!
I FOUND YOUR EGG
AH GOOD! YOU CAN JOIN ME THEN!
CRACK!
WHAT ARE YOU DOING?
COOKING?
BUT! BUT! BUT! THAT'S YOUR EGG!
MY EGG? SILLY YIP-YAP! IF ME HAVE EGGS THEY BE IN TRIBE CLUTCH! THIS BE BREAKFAST!
SSSS
ME NEVER UNDERSTAND THESE YIP-YAPS!
UNNNNNNGGH!!

Ernor Gallery



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Enter a young, primeval world of vast wilderness. A world of strange creatures, powerful magic, and ever-present danger. Welcome to the world of Ernor. Ernor is the homeworld of many races of creatures, not the least of which are the wolf-like fenrae and the reptilian ocktons. Soon you can enter this exciting realm using the Ernor role playing game sourcebook for the d20 system. Have your own ideas for a brave ockton warrior? Want your own fenrae pack? Or maybe you'd rather be a reclusive araku able to soar through the skies protecting your aerie on mighty wings? Any of these and much more will be possible with the upcoming d20 sourcebook, *Ernor: First Age*.

The Ernor setting was originally hatched as an idea for an alternate game world for the AD&D® 2nd Edition. Most of the preliminary development came from the *Creative Campaigning* sourcebook. Following the examples we fleshed out what we thought a fledgling fantasy world would be like. It was our intent from the beginning to include an origin story and mythos for a race of dragons who were the custodians and guardians of their world. They were charged as stewards and protectors of Ernor, while also dealing with the various other creatures they came into contact with. The dragons actually began as ocktons who paved the way for the "modern" versions much like the neanderthal did for humans.

When it was announced that the new d20 rules for the 3rd Edition D&D® game were to be "open sourced", we took that as an opportunity to bring Ernor full circle and make it available for the role-playing game audience as well as provide a fascinating sourcebook for the comic fans already faimiliar with Whitepaw and Hask's adventures.

The timeline already developed for Ernor is quite broad. The First Age occurs before the coming of Rai, whose hatching ushered in the Dragon Age. After the Turning, it begins the First Age of the Dragonknights. The next project in the planning stages will detail the period of the Dragon Age.

The *Ernor: First Age* sourcebook, as the title indicates, will cover the beginning of life on Ernor all the way up to the hatching of Rai. Players and game masters will be able to recreate the stories from the comics or create their own, using characters specifically tailored to Ernor.

The character section will include races and classes unique to the Ernor world. Included will be ocktons, fenrae, araku, and several others plus prestige classes, cultural details and world views. The creature characters of Ernor have unique perspectives and views of each other that shape the way they interact and tolerate one another. Many of the beliefs they hold involve superstitions and prejudices included to encourage characters to overcome obstacles in dealing with each other. This is a prevalent theme in our Ernor stories and will carry over into the way the game will play as well.

Each of the Ernor races have unique classes such as the ockton's Blacksoot Warriors that perform a specific function or service for their own kind.

The world section will contain information on Ernor itself, its regions and climes, terrain and plant life, timeline and history. It will include an extensive bestiary of the various creatures of Ernor beyond the creatures available as PCs. This bestiary will include illustrations and information such as game stats, detailed cultural information and combat tactics.

The Ernor mythos section will detail the pantheon of the various races, superstitions and beliefs as well as detailing the origins of magic in Ernor and new spells.

The sourcebook will also contain a section that covers various political alignments, social organization, and details on trading.The economy of Ernor in the First Age is essentially a stone-age bartering system. Rules for trading goods of various values, services and supply and demand will also be included as well as guidelines for hunting prey.

Tthe following page is a sneak preview of one of the character classes that will be available in the *Ernor: First Age* sourcebook.

Losgannae (Ribbits)

(los•gah'•nay - Gaelic: frog)

Medium Size Animal (Aquatic)

Hit Dice: 2d8 +3 (11)
Initiative: +0
Speed: 20 ft., swim 30 ft.
AC: 13 (+3 natural)
Attacks: Shortspear +1 melee, shortspear +1 ranged
Damage: 1d8
Face/Reach: 5 ft./5 ft./5 ft.
Special Qualities: Marsh move, summon swarm, jump move
Special Defenses: Poison, see below
Saves: Fort +5, Ref +0, Will +0
Abilities: Str 10, Dex 10, Con 16, Int 10, Wis 10, Chr 8
Skills: Hide +0*, Listen +2, Spot +2, Jump +6, Wilderness Lore (marshes): +4
Feats: Endurance
Climate/Terrain: Temperate, warm aquatic, and marsh
Organization: Solitary 1 or pod (4d20)
Challenge Rating: 1
Treasure: Special (see below)
Alignment: Usually neutral, though any possible
Advancement: By character class

Losgannae, or "ribbits" as they are called by the ocktons, are frog-like amphibious creatures with brightly colored skin in various patterns. Their speech is gutteral and extremely slow, often causing those they deal with to become impatient. They are three to four feet tall and weigh between 80 - 120 pounds. Most losgannae live between 120-140 years, and in their later stages of life they are less likely to travel but instead remain in their pod communities as advisors and sages.

Typical life in a losgannae pod is a peaceful one of hunting, gathering and farming water gardens. They may gain levels in any available class. Losgannae hunt, fish, eat, craft crude but serviceable weapons and carrying gear such as belts and pouches, and trade. They are not a violent race, but willingly defend themselves when necessary. They are excellent swimmers and can tolerate salt water as well as fresh water. They have a fondness for a cucumber-like food called kayda that grows in the marshes and jungles of the Lushgreen. They occasionally have shells, shark's teeth, and the odd pearl available for trade which they find while combing the beaches of coastal areas. They are also cunning barterers and exceptional hagglers.

Losgannae may gain levels in any available class. Their shamans have access to water, air, and plant domains.

Losgannae fight with primitive spears tipped with a strong poison exuded from their skins. Poison from a coated weapon or from ingesting losgannae flesh causes severe nausea and vomiting. (Save vs Poison DC 16 or be nauseated for 1d4 rounds.) There is a 10% chance the poisoned character will hallucinate, 50% chance if the character is some type of shaman or mystic. Losgannae prefer to fight in or near water. They are of average intelligence and employ ambush tactics and strategy during combat. They will flee rather than fight to the death if the battle turns against them.

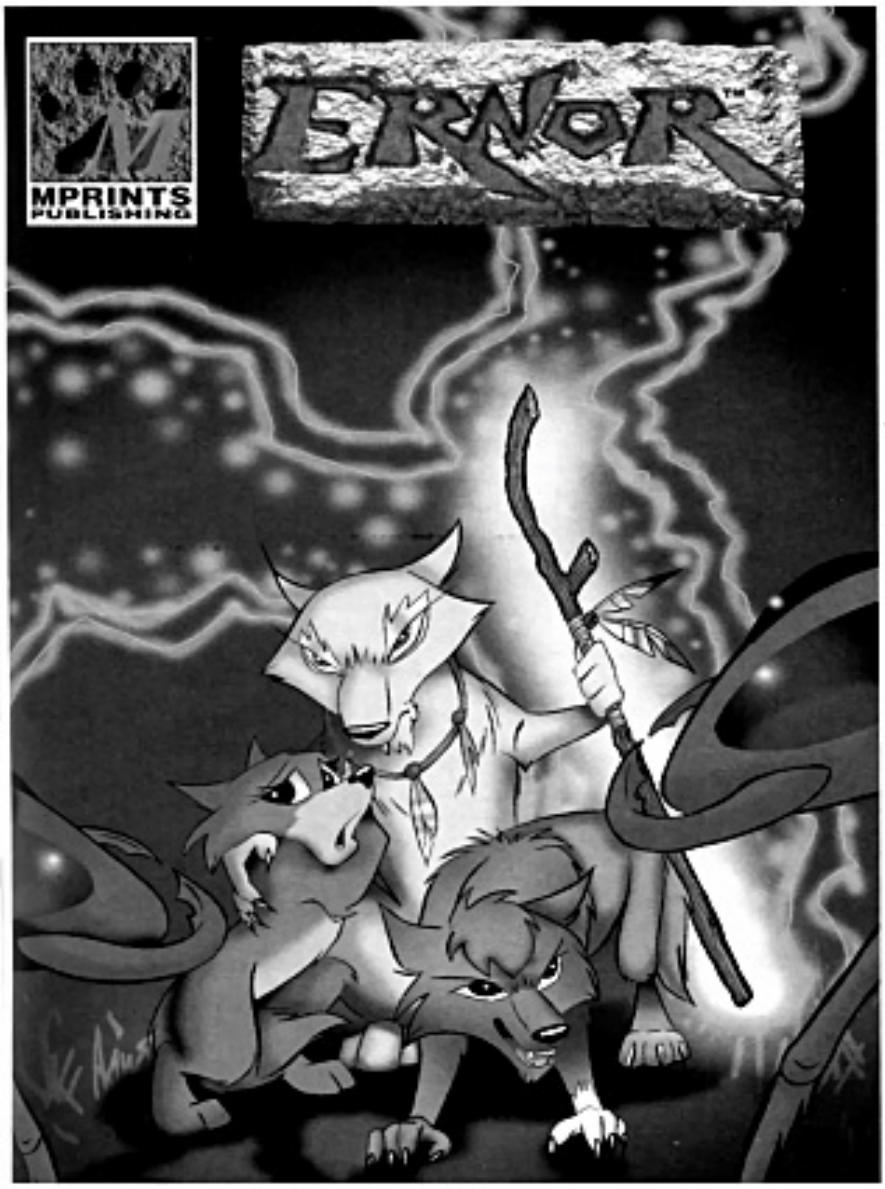
Skills: *Losgannae have a +6 racial bonus on Hide checks when in marshes or swamps because of their skill at camouflage.

Summon swarm (Su): By concentrating for one round, any Losgannae can summon a swarm of small insects as with the Summon Swarm spell. However, when rolling, a result of 1-8 is gnats, a result of 9-14 is mosquitoes. The rest of the results and spell act in accordance with the regular spell as per the 3rd Edition D&D® Player's Handbook.

Marsh Move (Ex): losgannae suffer no movement penalties through marsh, swamps, or mud.

Jump Move (Ex): losgannae may jump twice during their move. Both jumps may be up to their full distance allowed by their Jump skill. Each jump may be in any direction.

Want more Ernor?



Destiny of Rai is not Hask and Whitepaw's first adventure. Experience the exciting original story where Whitepaw sets off on his own to find help to defend his pack against the menace of the dreaded ant-like chic'tr. On his journey he must struggle to survive alone in the world of Ernor.

Along the way, Whitepaw meets Hask, Flash and many others who help him in his search. Their quest takes the group deep into the highrocks where they encounter the araku for the first time.

This set contains all six issues of the original comic series in a polybag. All issues are the original first printing editions.

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HEH HEH HEH
YOU SHOULD HAVE GONE BEFORE WE LEFT!
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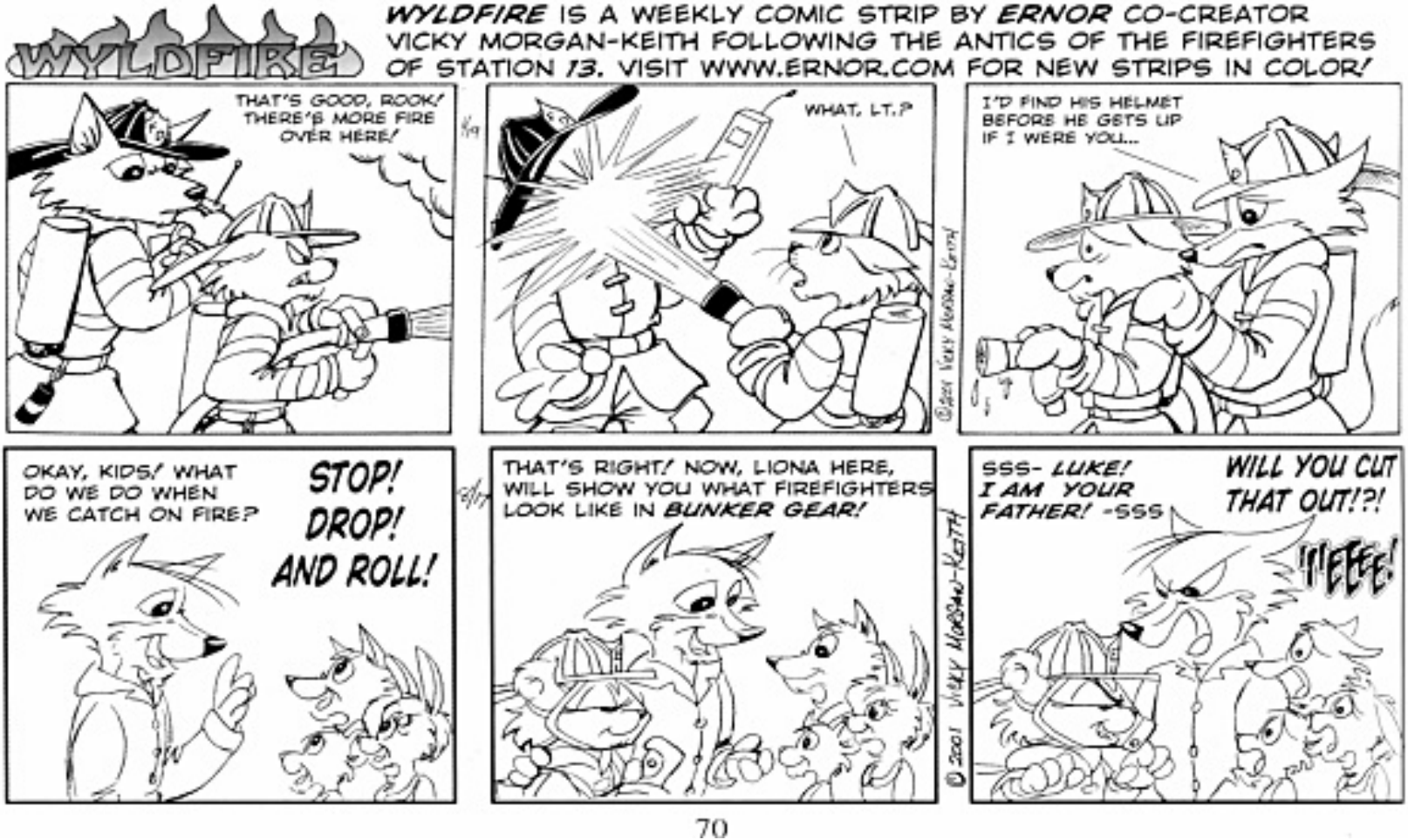
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THAT'S GOOD, ROOK! THERE'S MORE FIRE OVER HERE!
WHAT, LT.?
I'D FIND HIS HELMET BEFORE HE GETS UP IF I WERE YOU...
OKAY, KIDS! WHAT DO WE DO WHEN WE CATCH ON FIRE?
STOP! DROP! AND ROLL!
THAT'S RIGHT! NOW, LIONA HERE, WILL SHOW YOU WHAT FIREFIGHTERS LOOK LIKE IN BUNKER GEAR!
SSS- LUKE! I AM YOUR FATHER! -SSS
WILL YOU CUT THAT OUT!?!
!!EEE!
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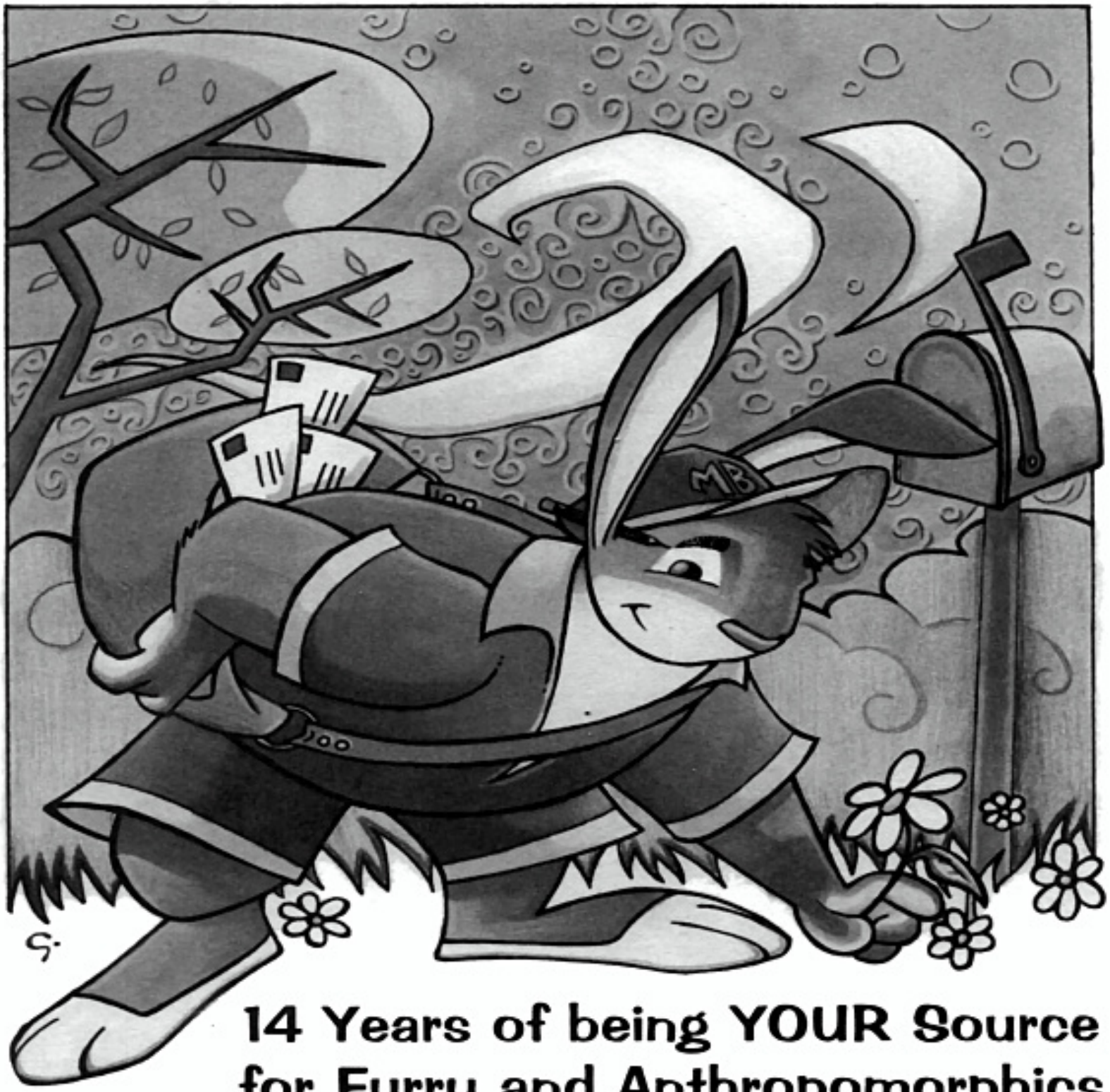

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ISBN 0-9713392-0-1